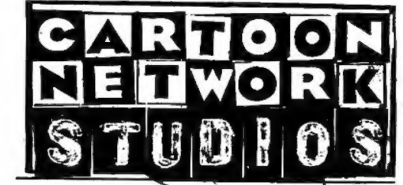




"Escape from the Citadel"

1025-163

Original Board



Date 07/29/13

☒ Board Team Final 07/29/13

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
TBD

Storyboard by
Steve Wolfhard
& Tom Herpich

ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE #

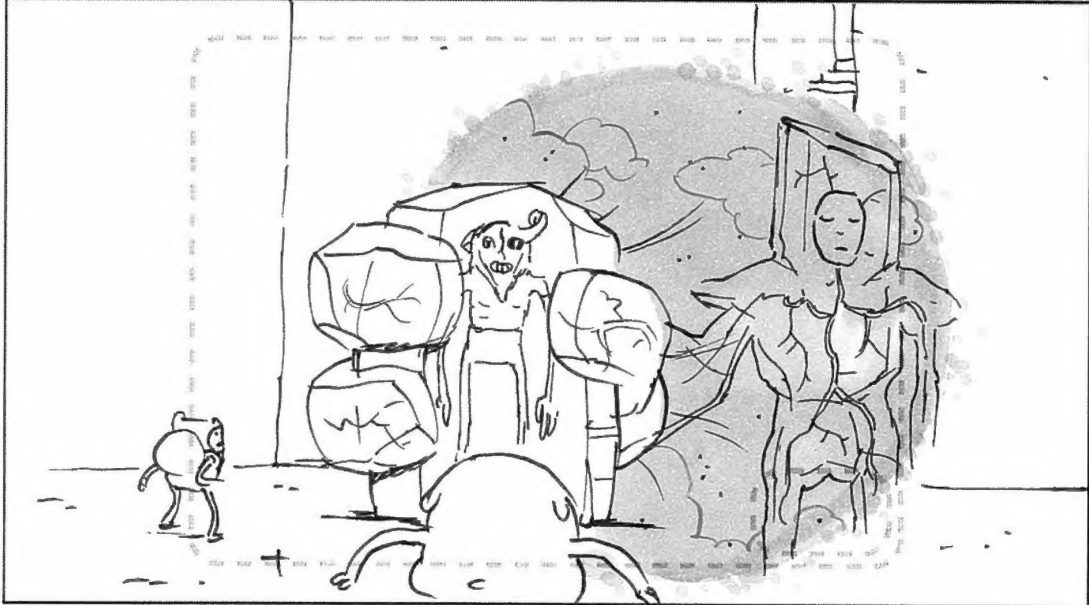
Production :

1025-163

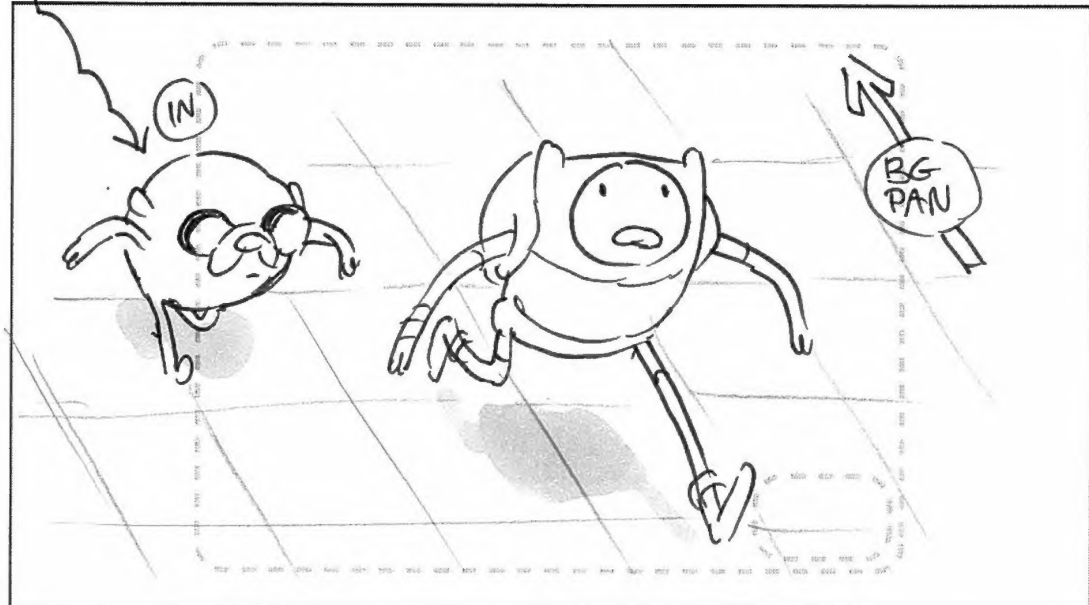
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:	(F:) waitwaitwait -	
Action:		<ul style="list-style-type: none">- Hand pulls back on crystal -- rubbery membrane stretches, gives resistance.
Timing:		

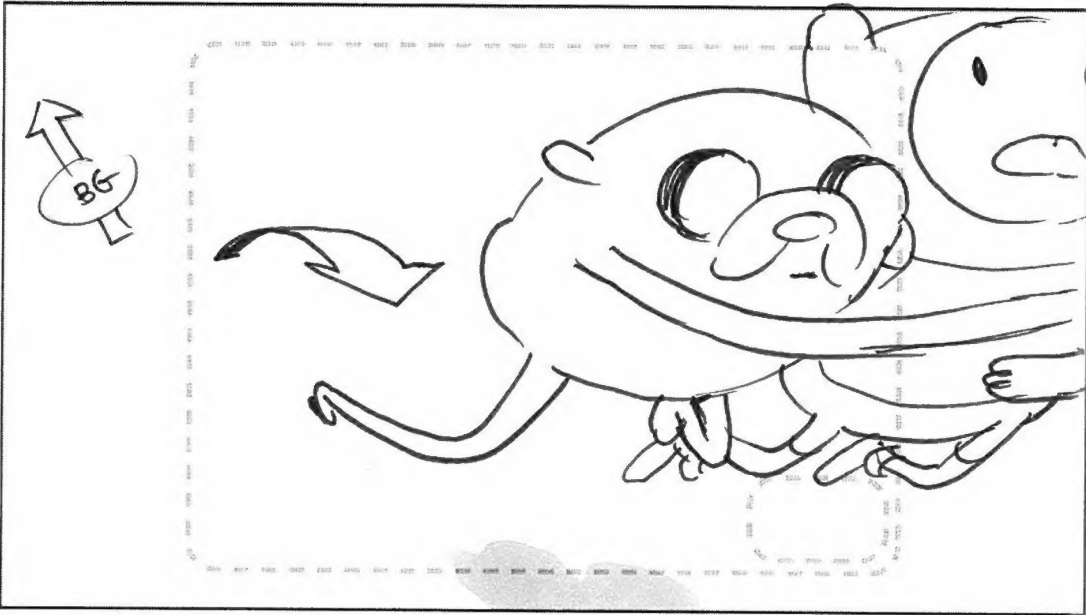
EPISODE # 1025-163

Production :

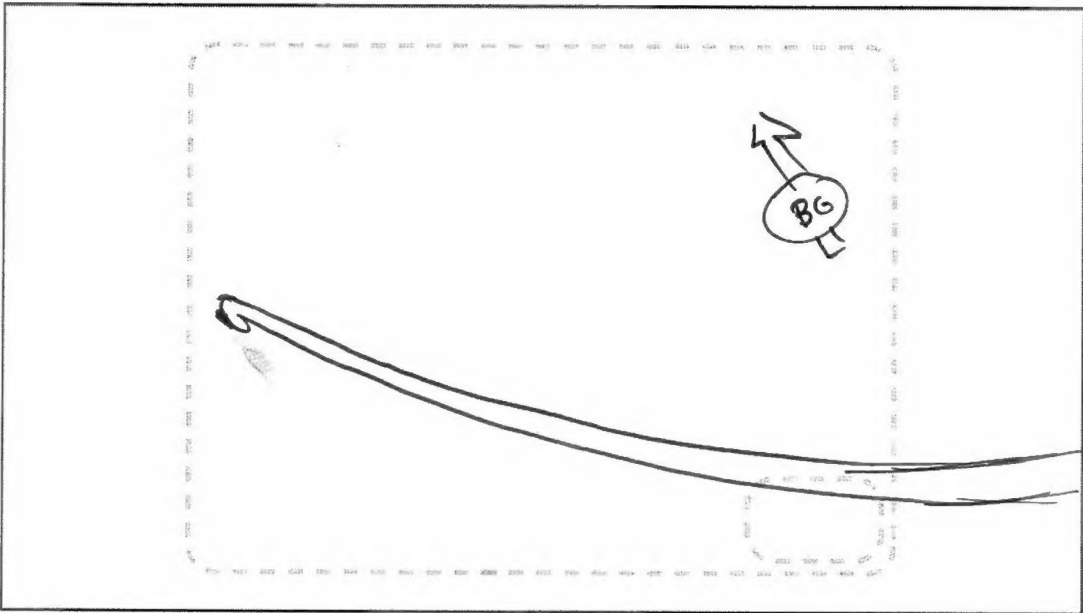
ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog:

(F:) waaaiittt

Action:

Timing:

EPISODE #

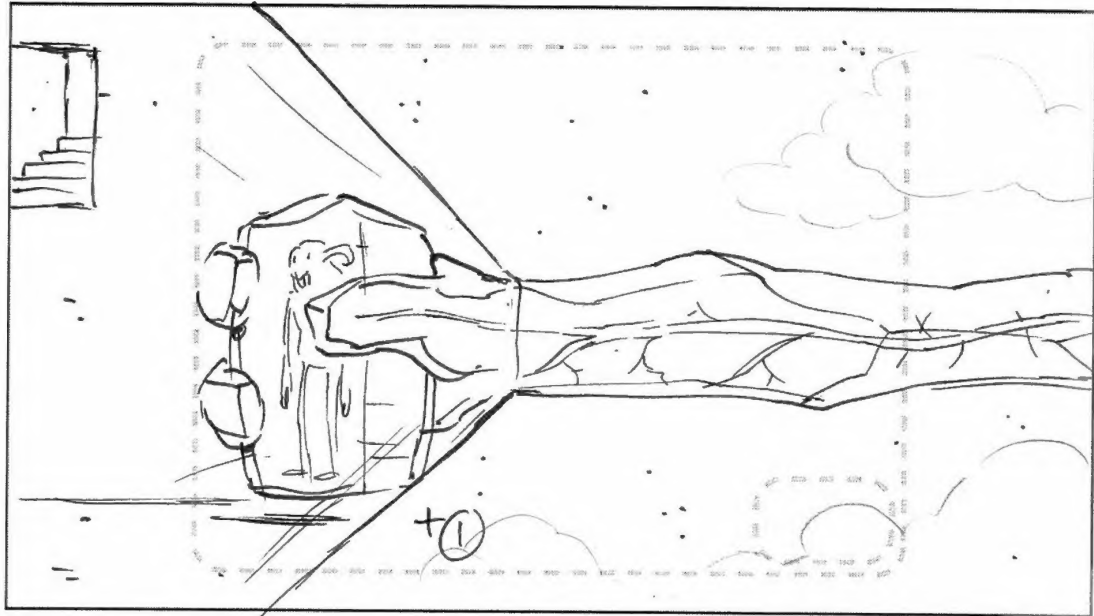
Production :

1025-163

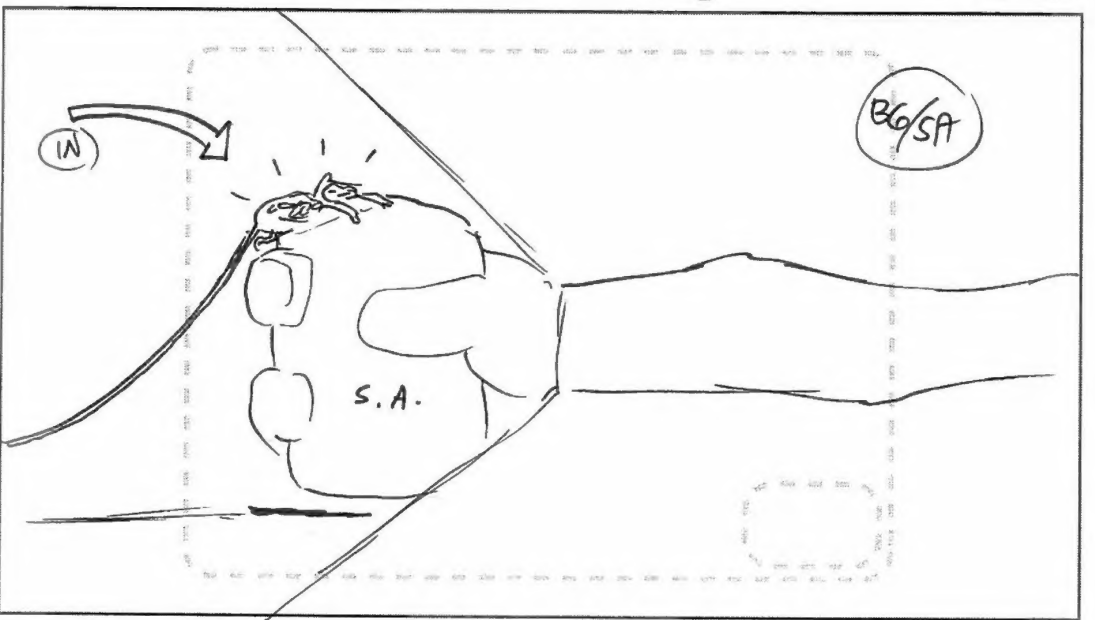
ADVENTURE TIME



Sc. 3 Pnl. A Bg. day night



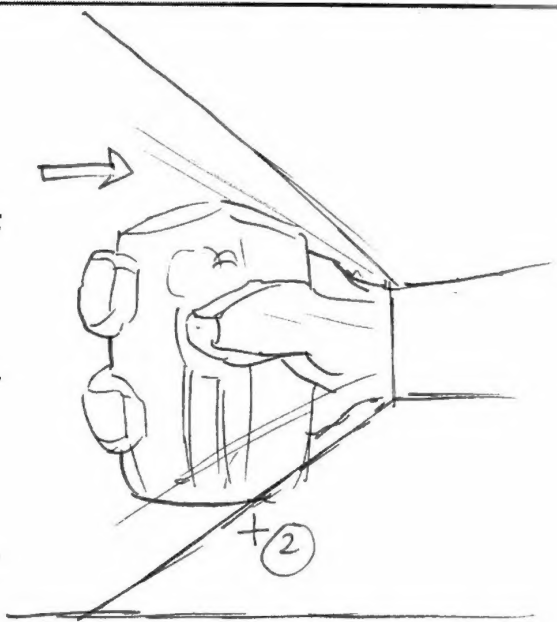
Sc. 3 Pnl. B Bg. day night



Dialog:

Action: - hand pulls against rubbery membrane
- trembling on ②?

Timing:



(F+J:) * oof! *

EPISODE #

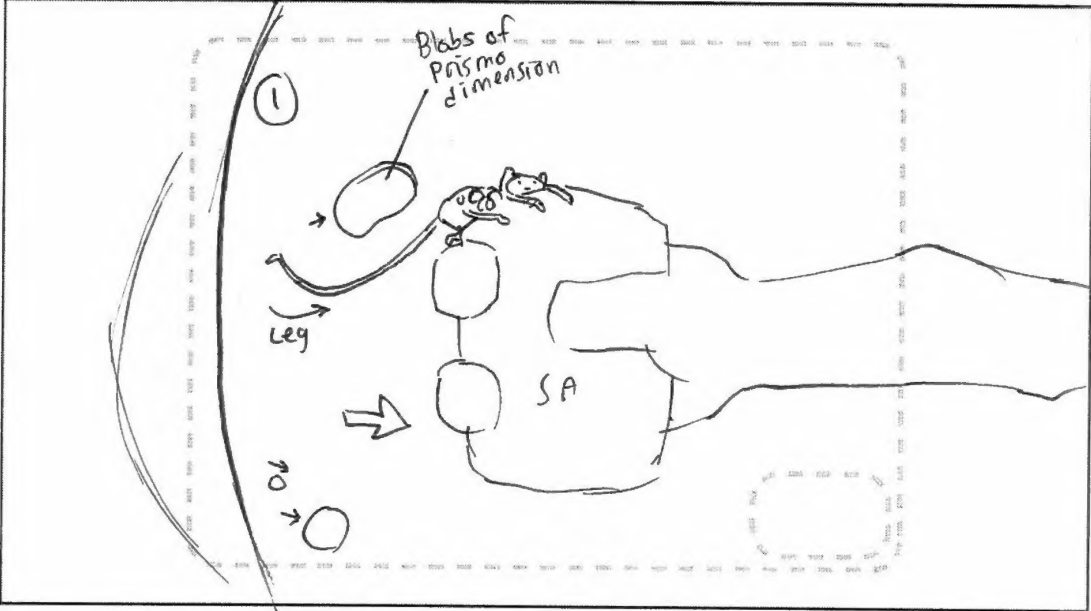
Production :

1025-163

ADVENTURE TIME



Sc. 3 Pnl. C Bg. day night



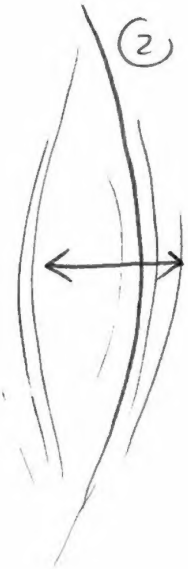
Sc. 3 Pnl. D Bg. day night



Dialog:

Action:

Timing:



membrane vibrates and settles like a rubber band.

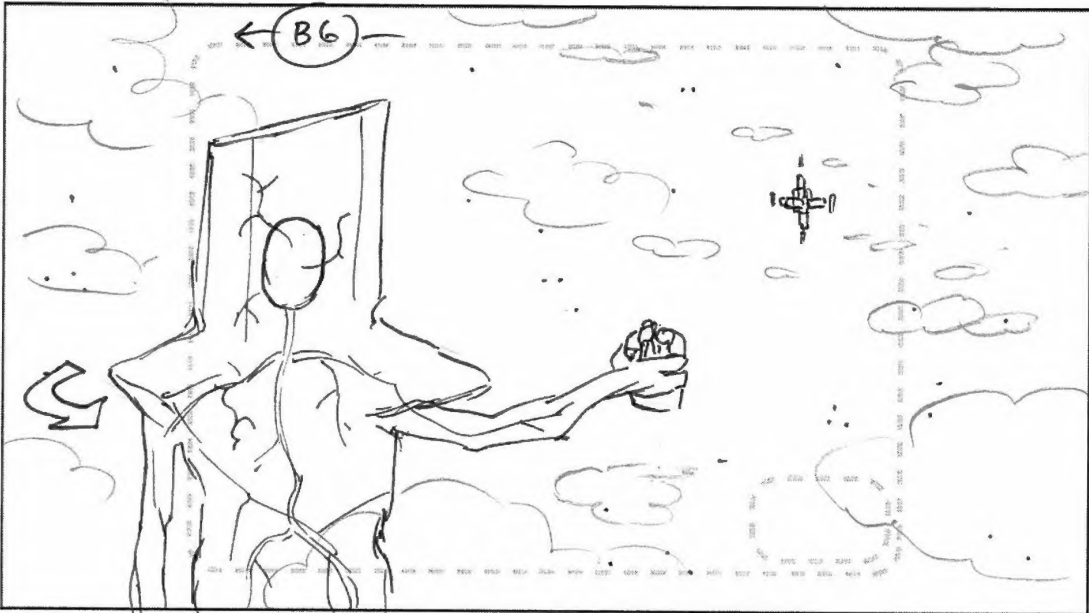
EPISODE #

Production :

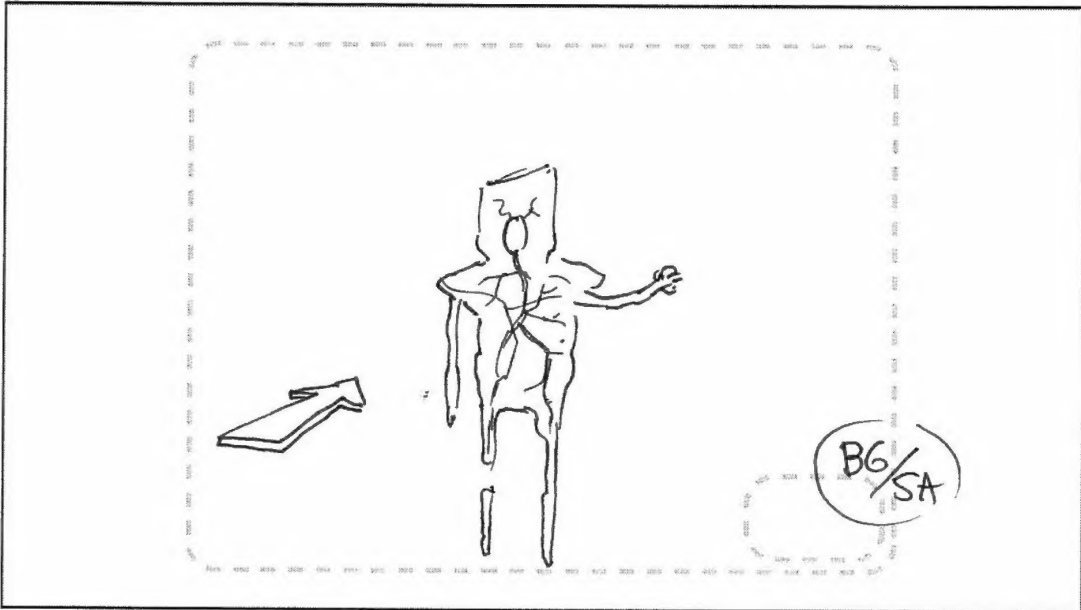
ADVENTURE TIME



Sc. 3 Pnl. E Bg. day night



Sc. 3 Pnl. F Bg. day night



Dialog:
Action:
Timing:

EPISODE #

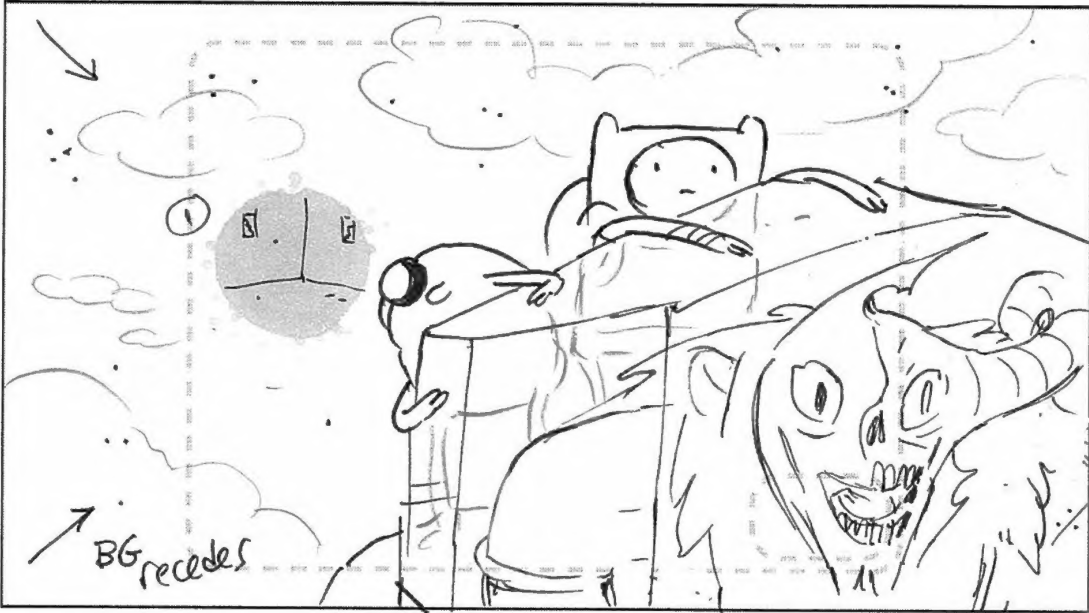
Production :

1025-163

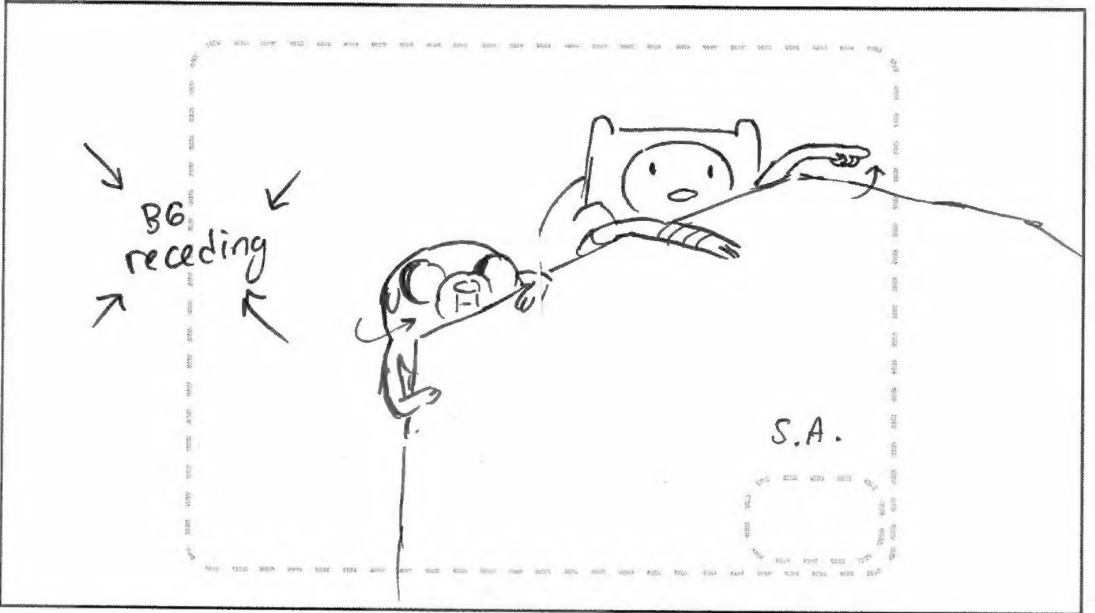
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:

(F:) Look Jake,
more Guardians -

Action:

(2)

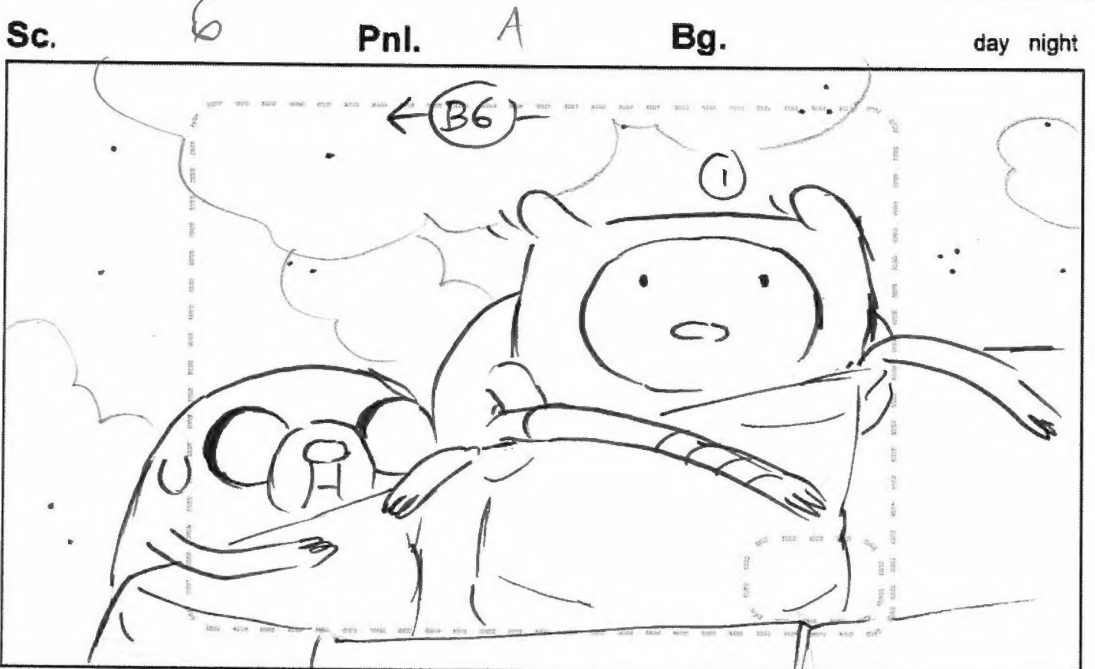
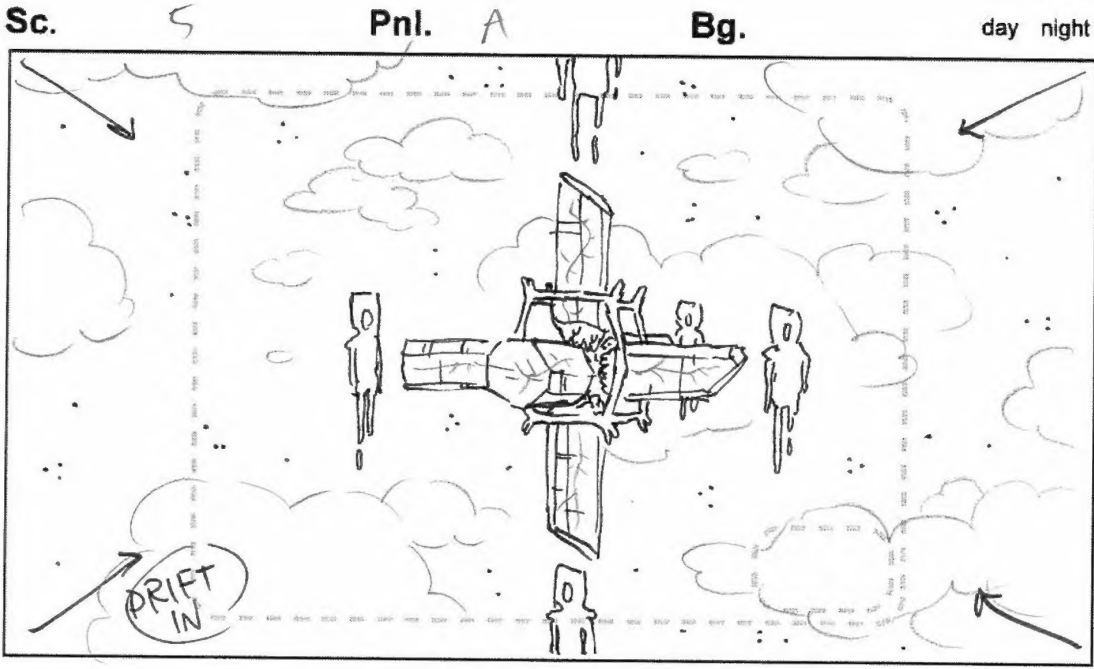
Timing:

1025-163

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(A) (F:) The citadel I presume....

(B) (J:) Likely so.

(F:) Hey do you think maybe one of them could be my dad?

Action:

Hat flaps in breeze

Timing:

EPISODE # 1025-163

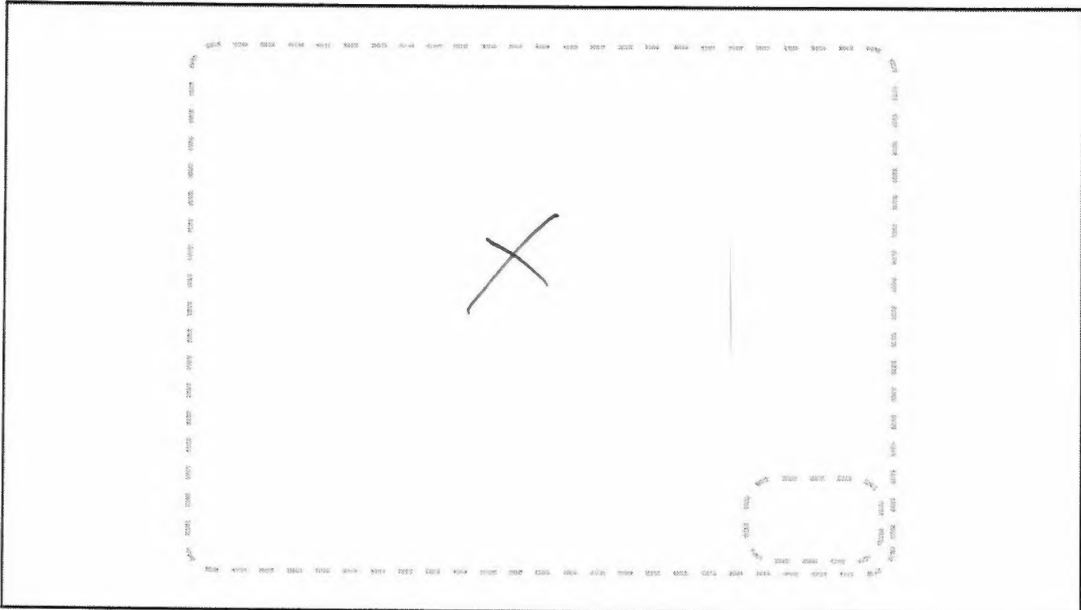
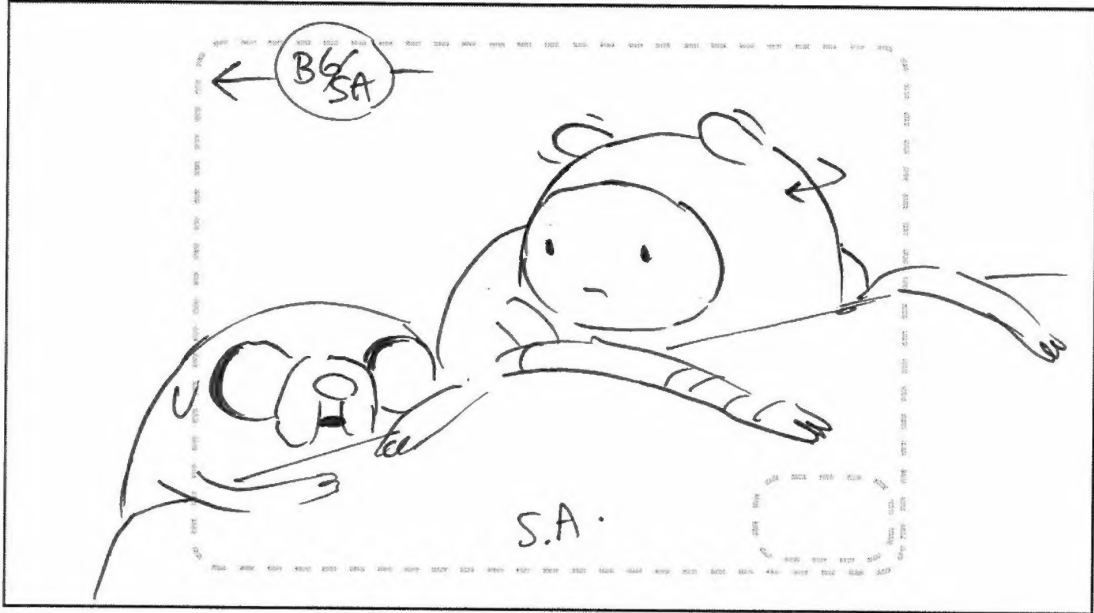
Production :

ADVENTURE TIME



Sc. 6 Pnl. B Bg. day night

Sc. Pnl. Bg. day night



Dialog:

(J) eh... I don't think so... →

Action:

Timing:

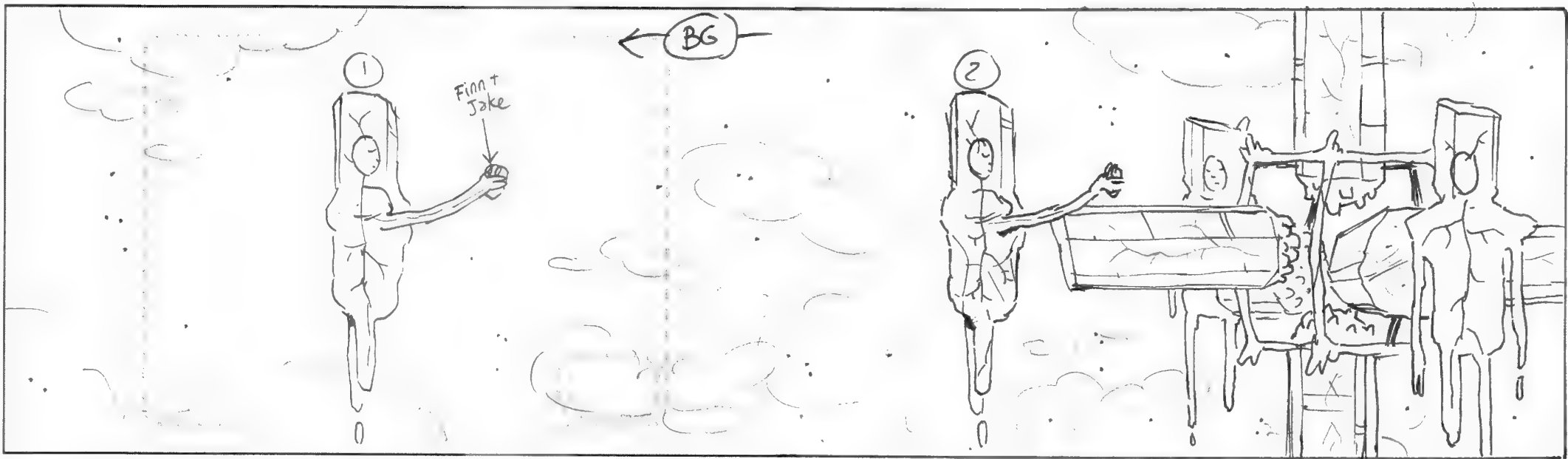
EPISODE # 1025-163

Production :

ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Dialog:	(F:) Right, right - that makes sense.
Action:	Guardian slows down to "park" in front of the citadel (pose 2)
Timing:	

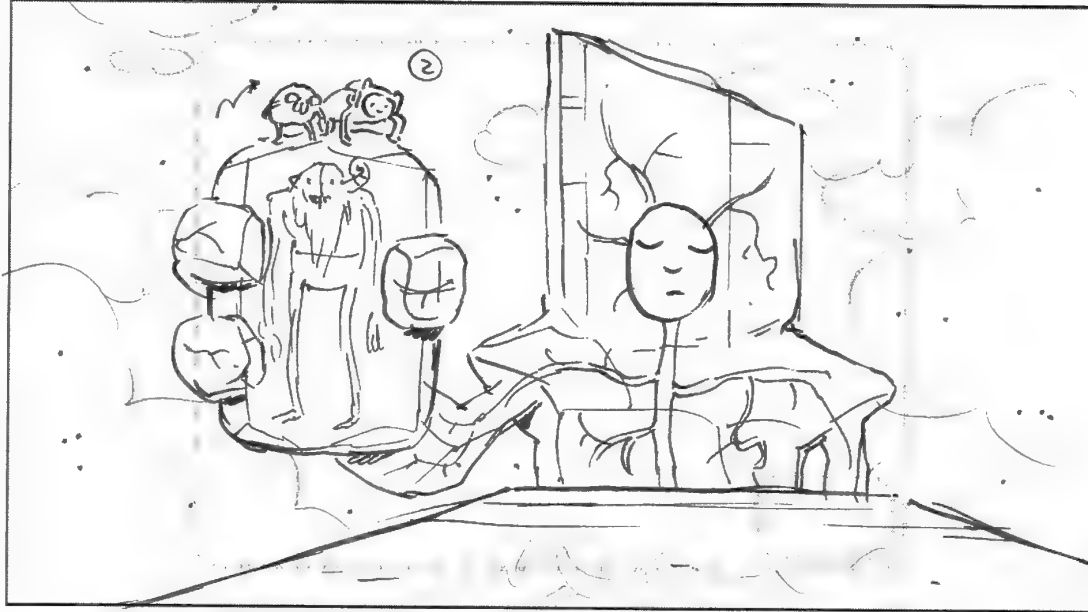
EPISODE # 1025-163
Production :

ADVENTURE TIME

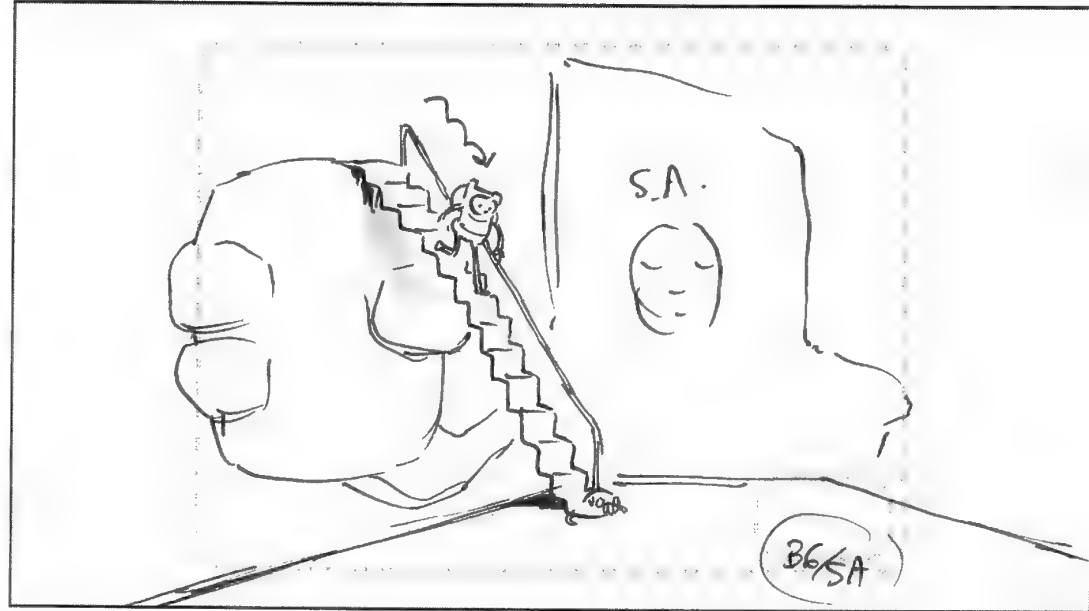


Page 10

Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl. B Bg. day night



Dialog:

humming or
something?
more small-
talk?

Action:



- Jake forms a staircase,
- Finn walks down

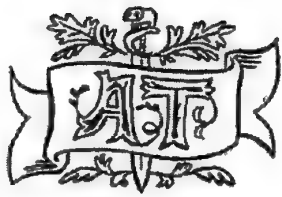
Timing:

1025-163

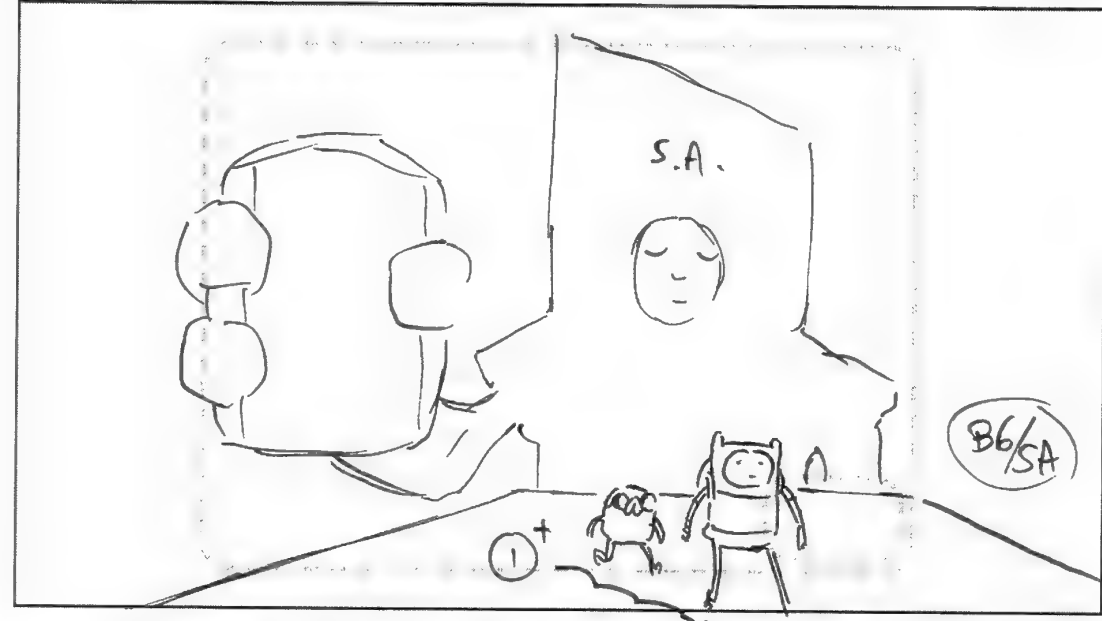
EPISODE #

Production :

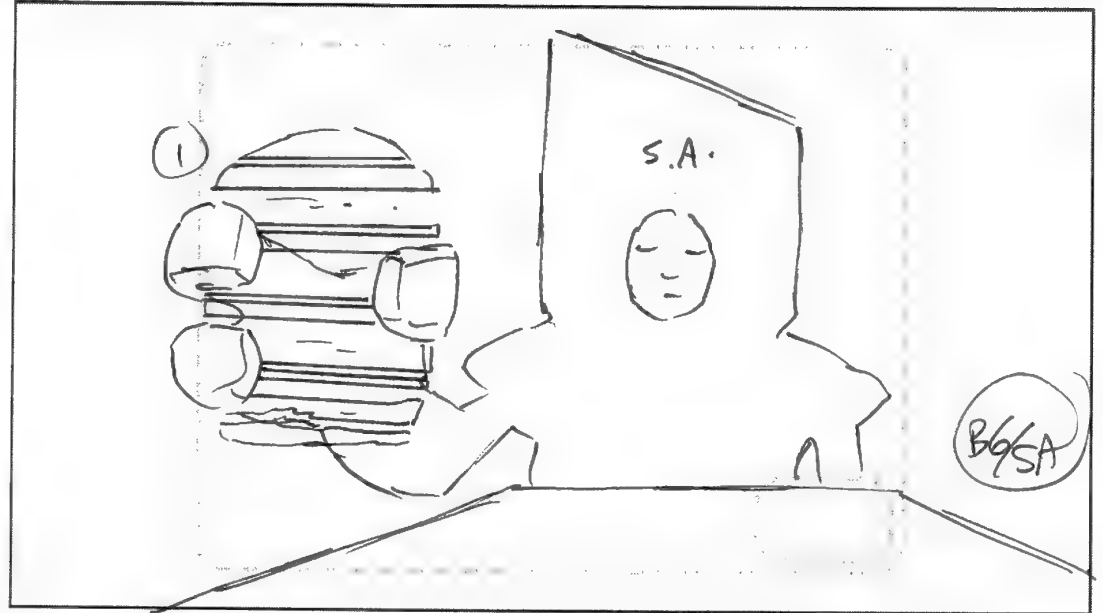
ADVENTURE TIME



Sc. 8 Pnl. C Bg. day night



Sc. 8 Pnl. D Bg. day night



Dialog:

Action:

Lich-in-crystal flickers and disappears like TV static [see animated gif reference in "crystal-animation" folder in Tom Herpich's folder on the server]

Timing:

(2)+
F+J
OUT



EPISODE #

1025-163

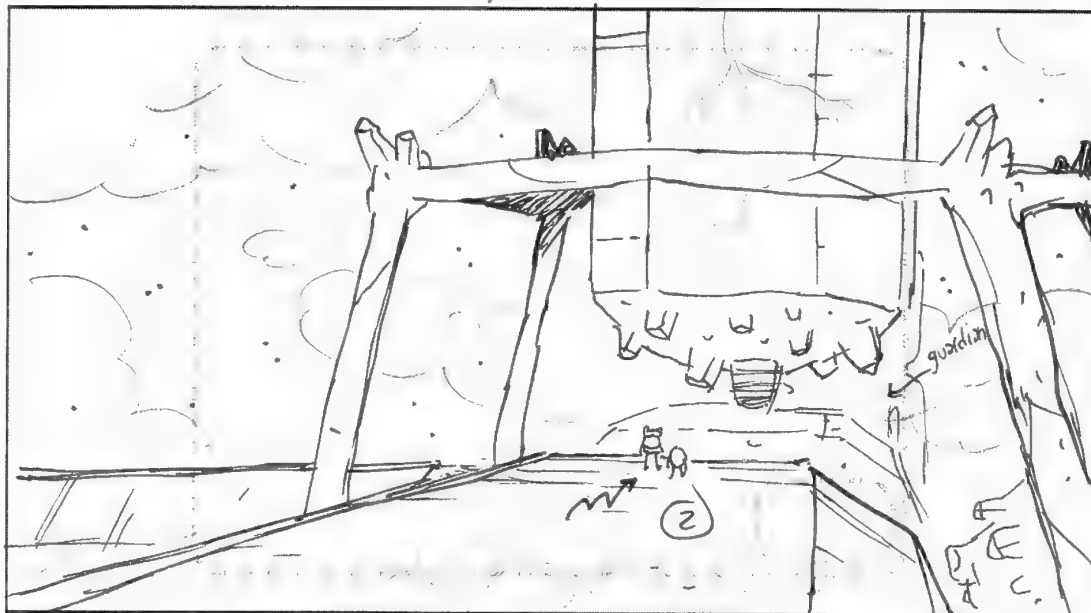
Production :

ADVENTURE TIME

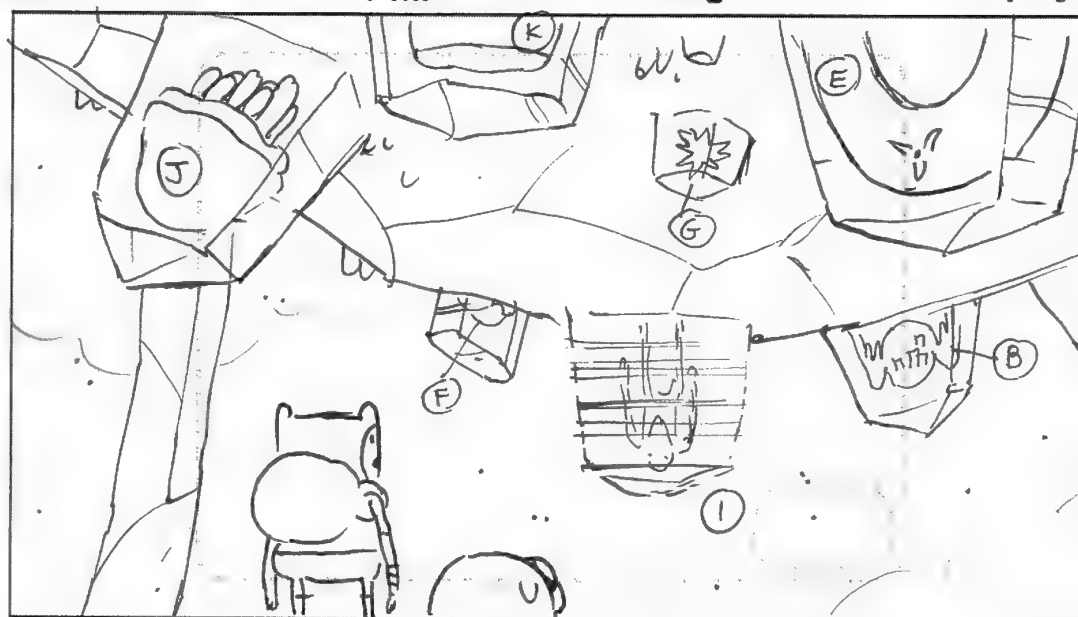


Page 12

Sc. 9 Pnl. A Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog: (F:) Hey, the Lich again -

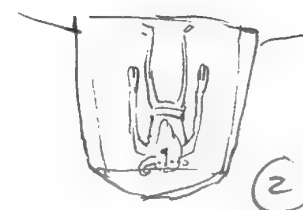
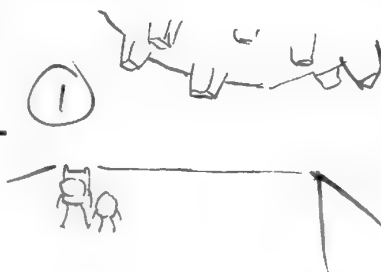
(F) This must be where the prison cells
(1) be at -
(2) See?

Action: Lich flickers
onto crystal
(upside down)

still flickering
at end of
scene -

- Lich still
flickering
at start

Timing:



Production :

EPISODE #

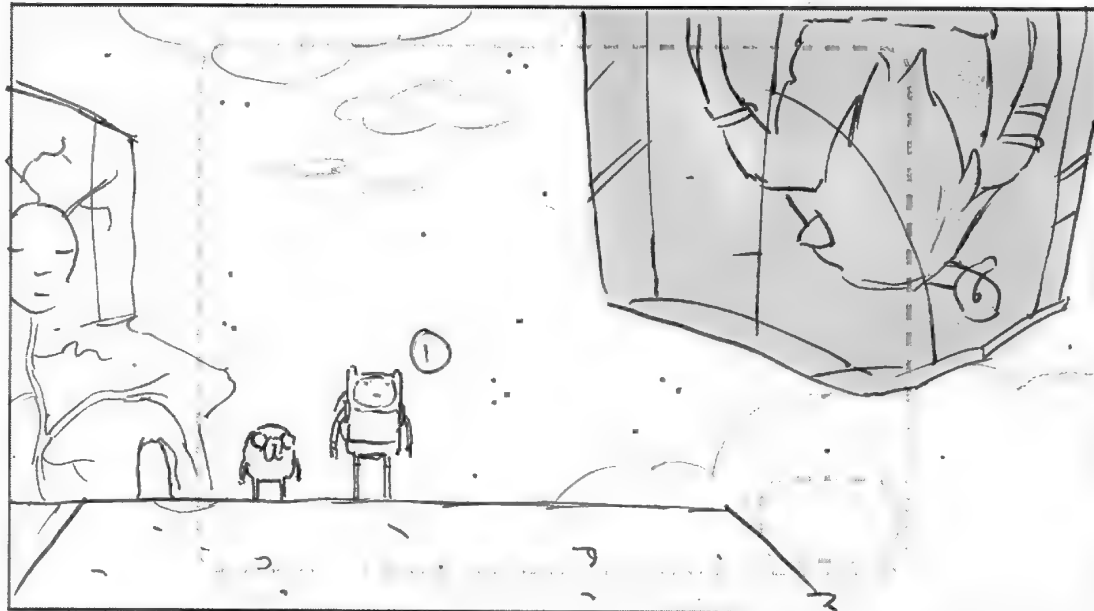
1025-163

ADVENTURE TIME

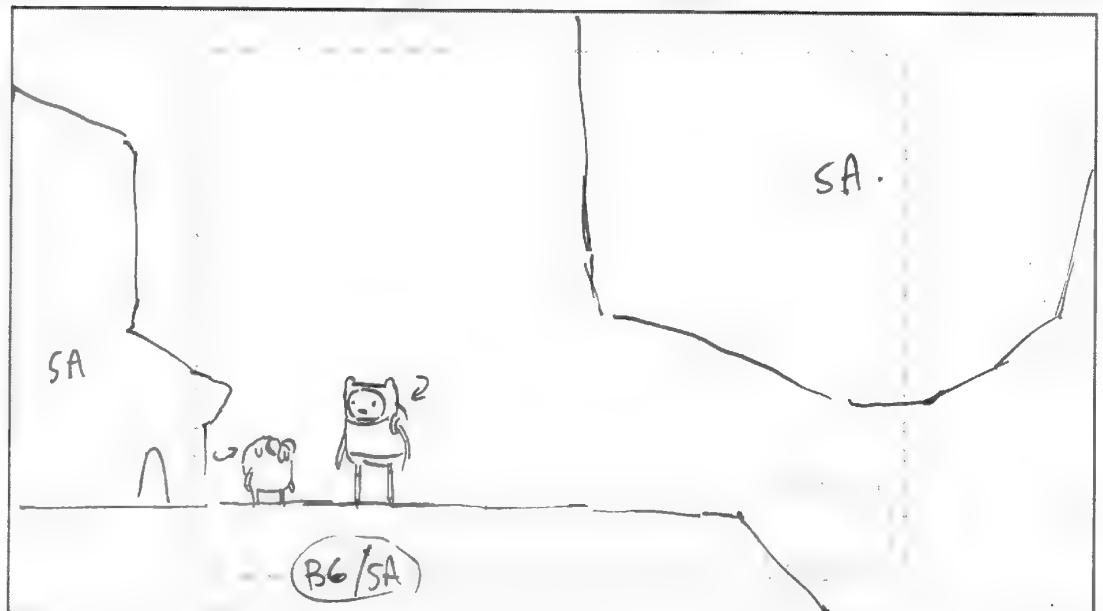


Page 13

Sc. 11 Pnl. A Bg. day night



Sc. 11 Pnl. B Bg. day night



Dialog: (F) ① Good riddance too-
② I hope you rot forever you awful jerk-flapper.

(F) Some people just make the world a worse place to be just by being around, Jake.

Action:

Timing:



1025-163

EPISODE #

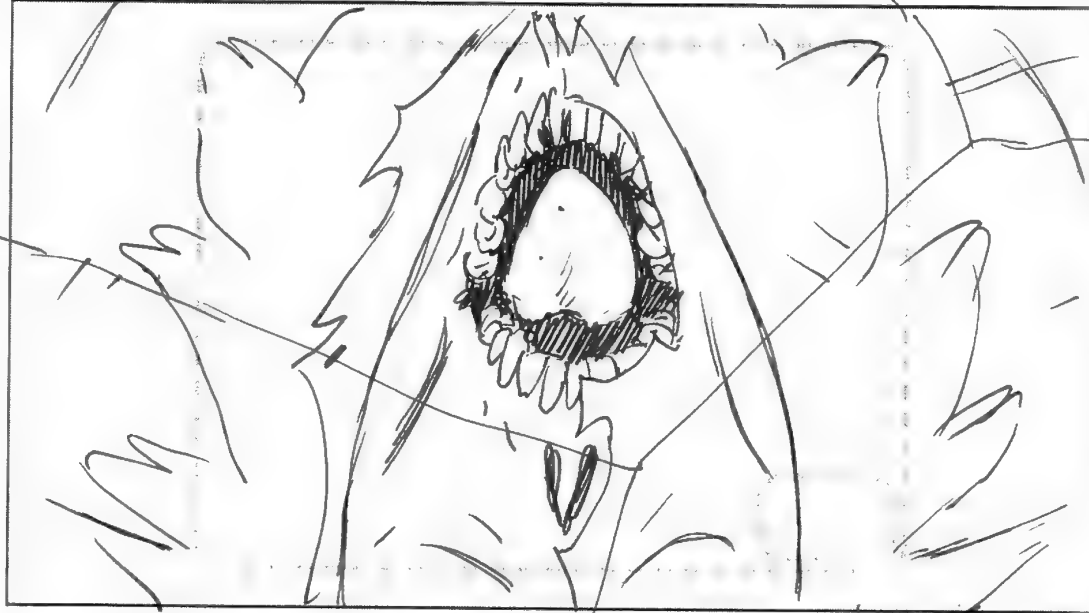
Production :

ADVENTURE TIME

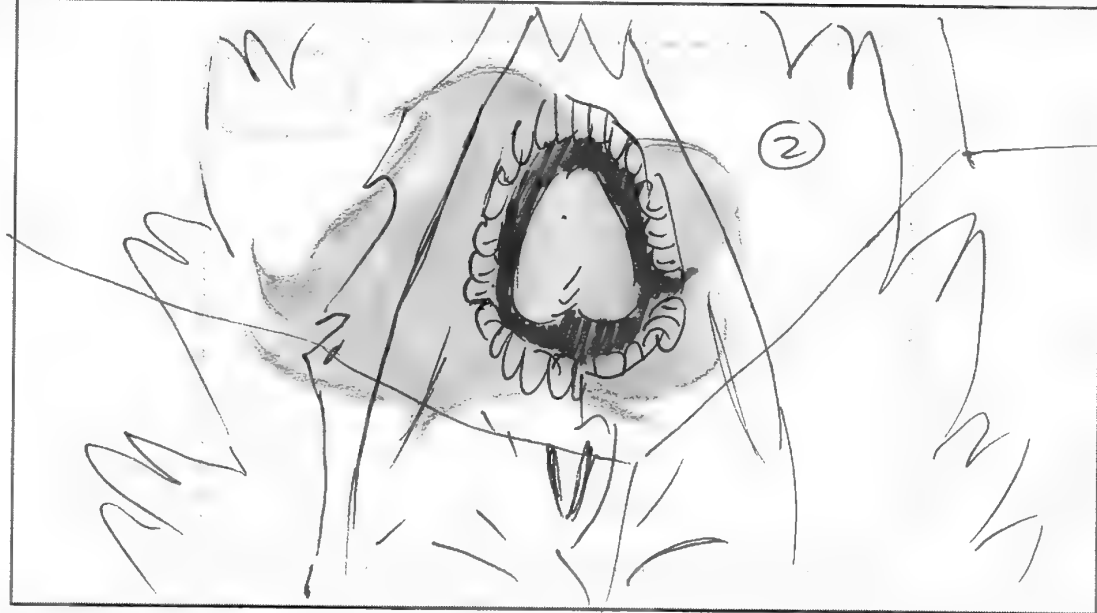


Page 14
day night

Sc. 12 Pnl. A Bg. day night



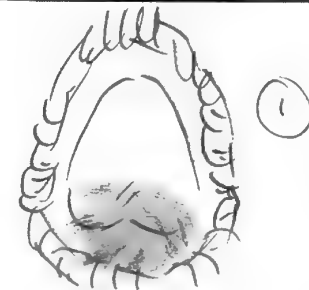
Sc. 12 Pnl. B Bg. day night



Dialog:
(F:) That's right: bad apples.
(F:) [BIG MAN VOICE]: LOCK 'EM ALL UP I SAY!

Action:
corruption spreads from Lich's mouth (still in the ice)

Timing:



EPISODE # 1025-163
Production :

ADVENTURE TIME



Page

15

Sc.

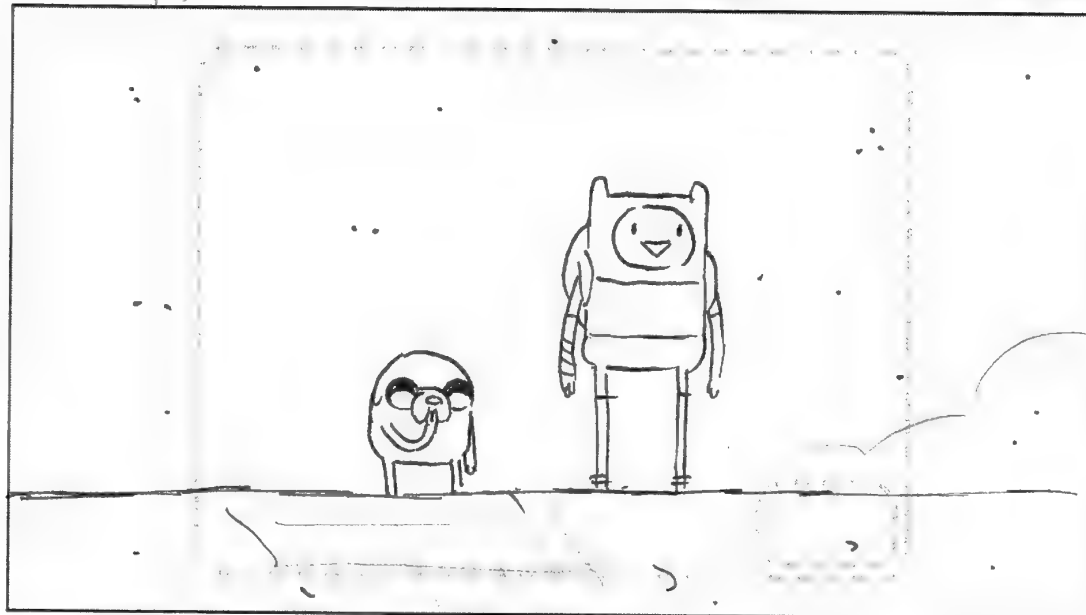
13

Pnl.

A

Bg.

day night



Sc.

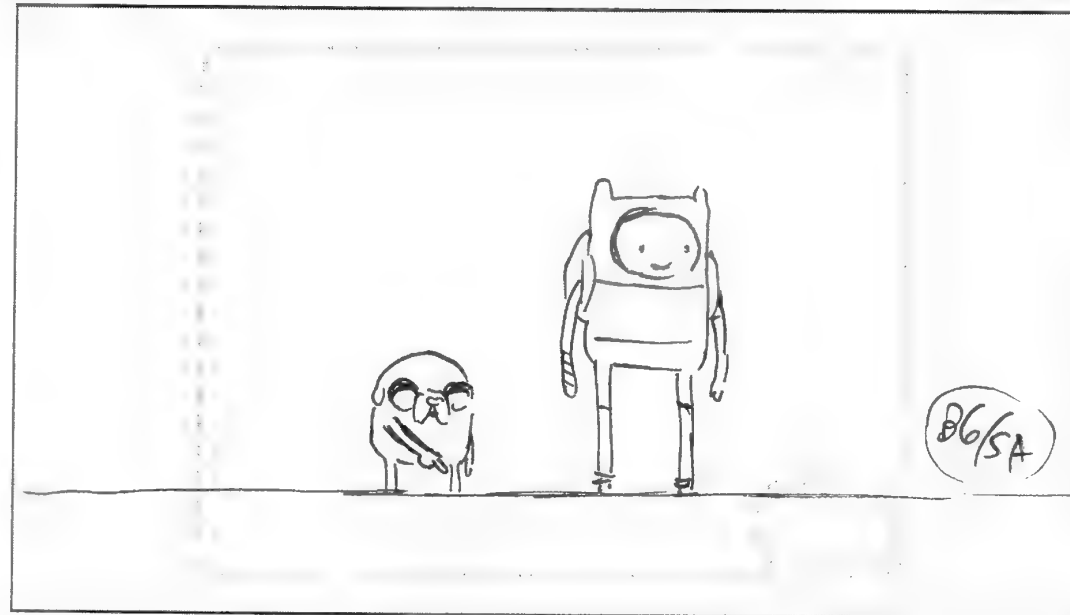
13

Pnl.

B

Bg.

day night



Dialog:

(F:) At the bottom of the ocean where it's too dark to see.

(J:) Look at that weird old kid down there -

Action:

Timing:

EPISODE #

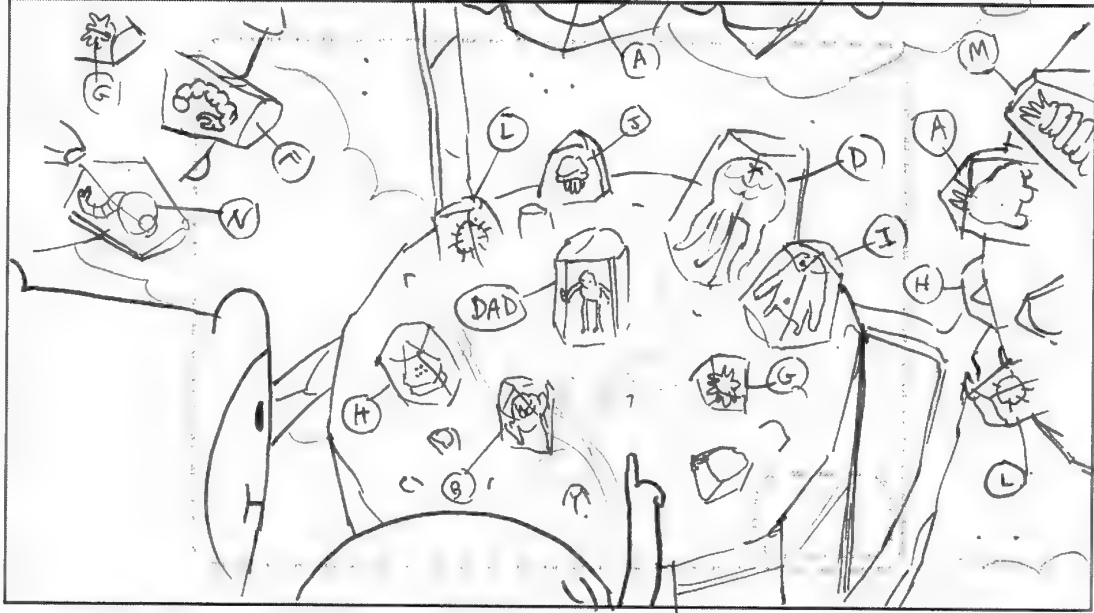
1025-163

Production :

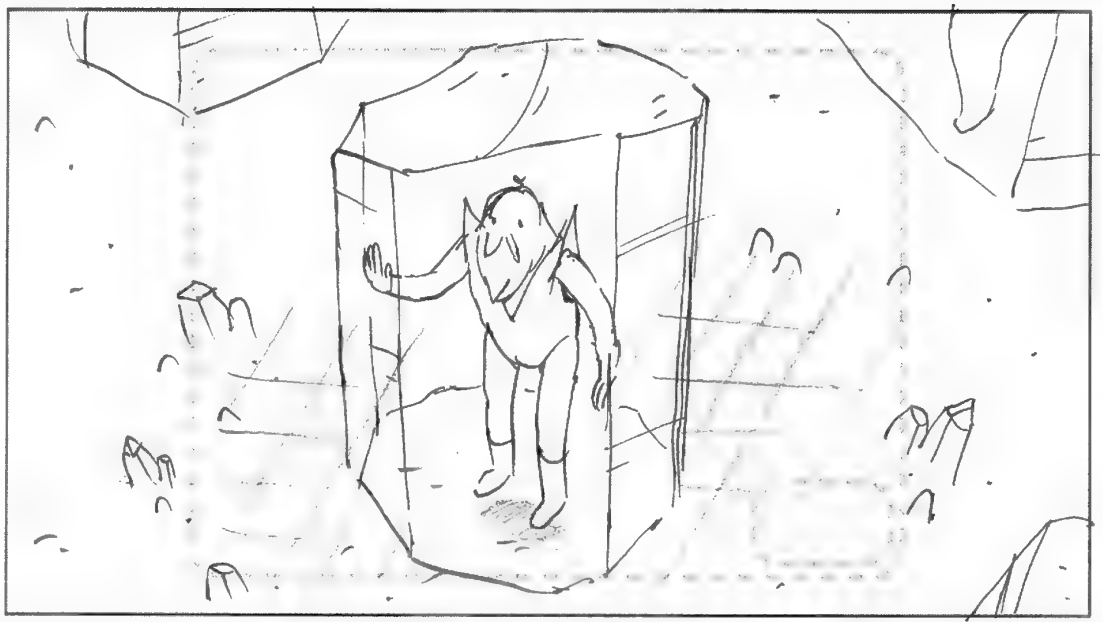
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog: (J:) He looks just like you. (Jas) man, look at his clothes - (mocking) (FINN:) DADDY! OVER LAP

Action:

Timing:

EPISODE #

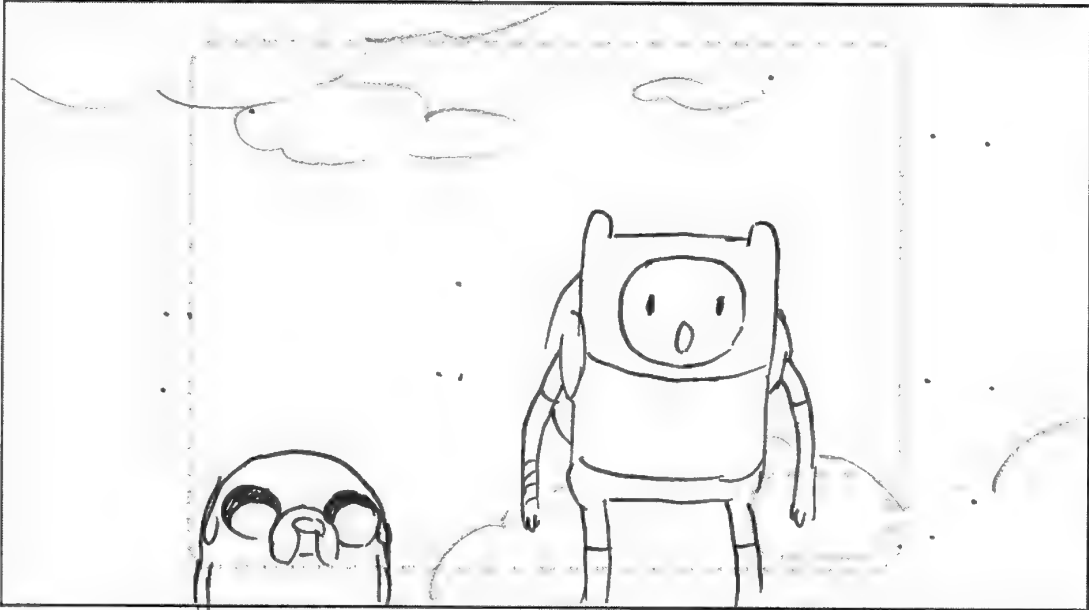
1025-162

Production :

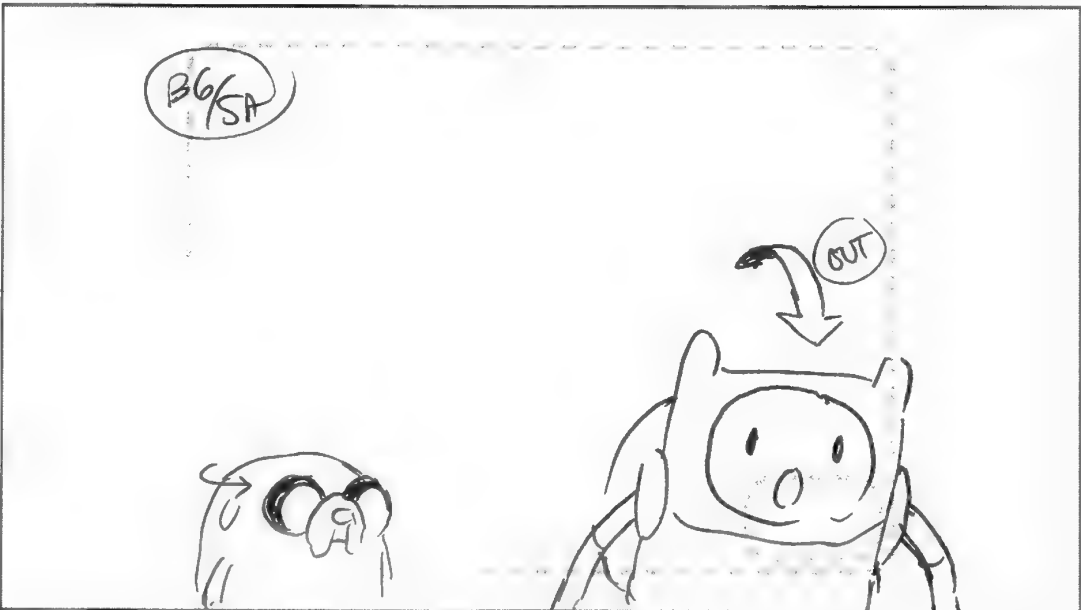
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog:

Action: Finn steps off ledge

Timing:

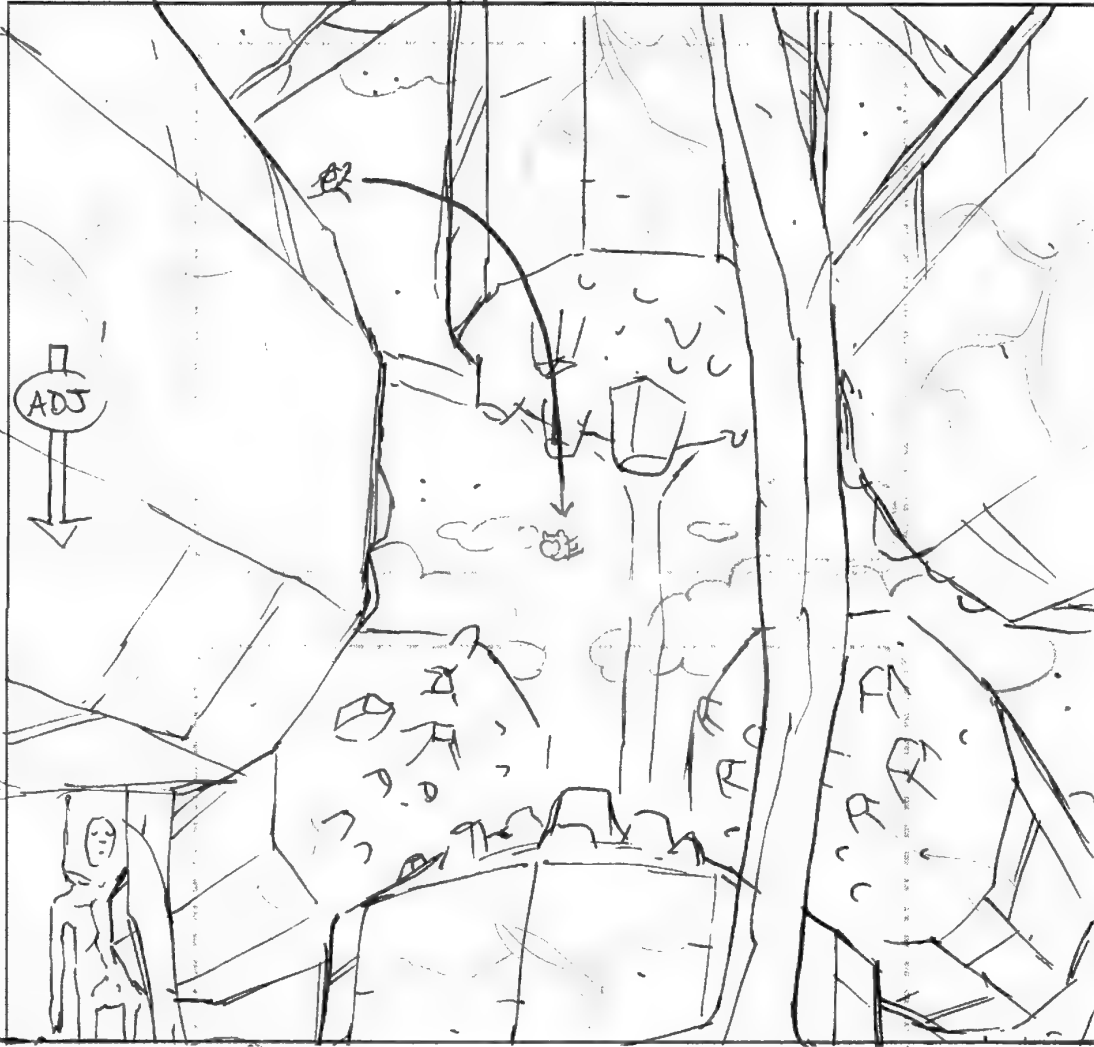
EPISODE # 1025-163

Production :

ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night



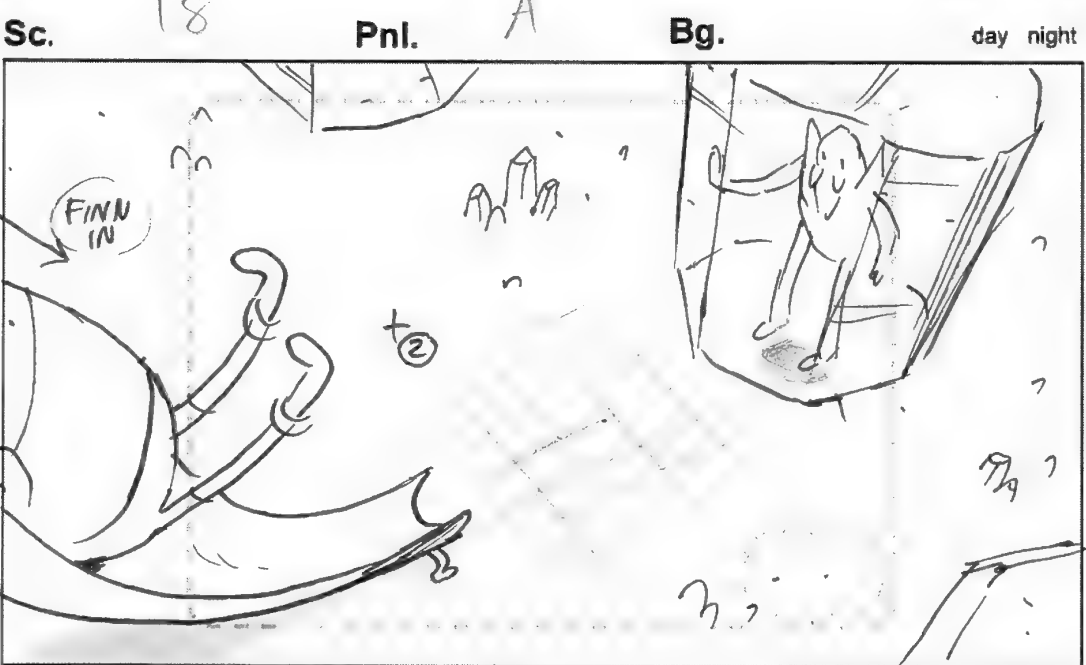
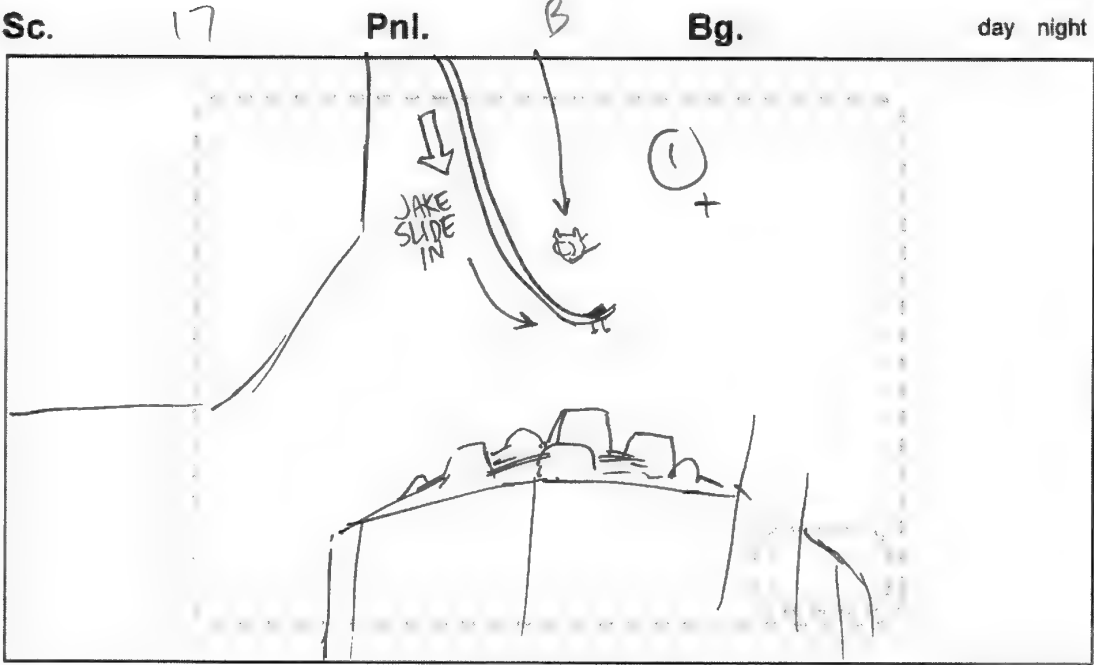
Dialog:	(F:) Daa ddd yyy !!!
Action:	
Timing:	

Production :

EPISODE #

1025-163

ADVENTURE TIME



Dialog:	(J:) Whup -
Action:	- Jake enters as a slide to catch Finn
Timing:	

EPISODE # 1025-163

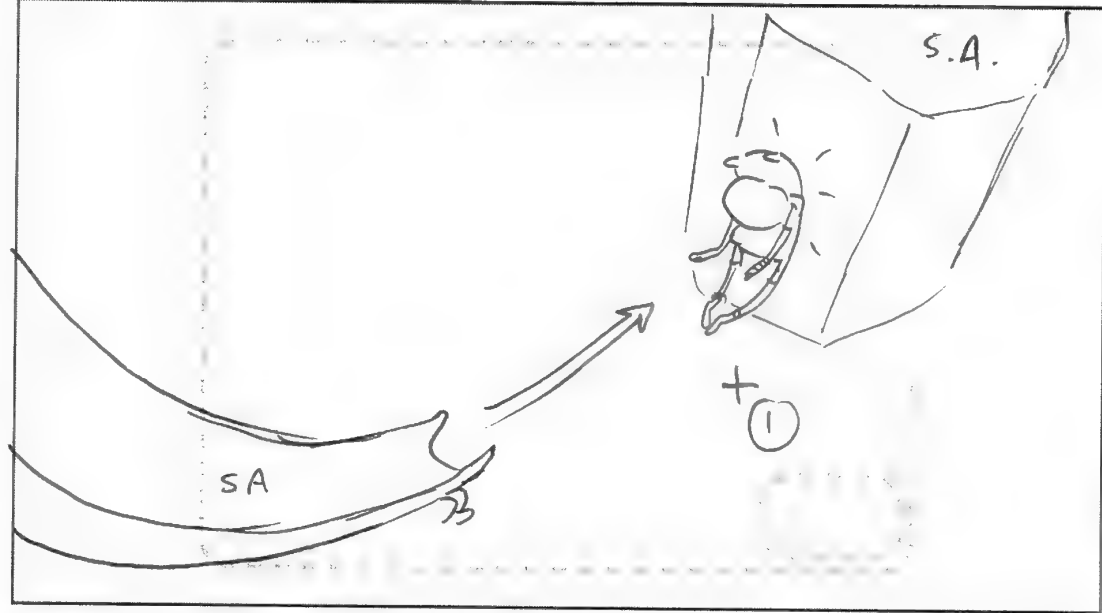
Production :

ADVENTURE TIME

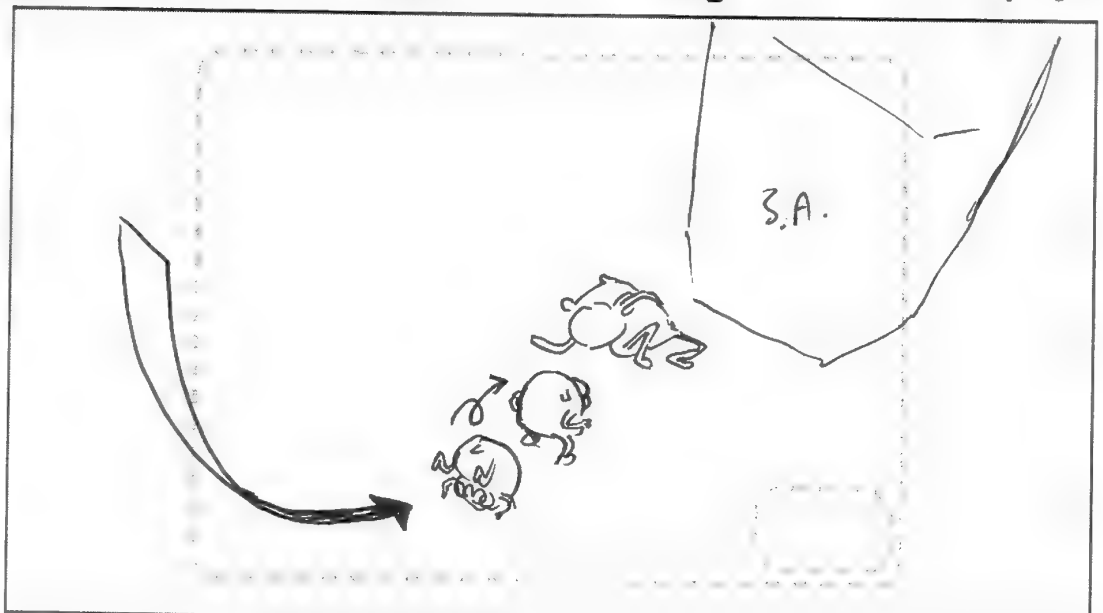


Page 20

Sc. 18 Pnl. B Bg. day night



Sc. 18 Pnl. C Bg. day night



Dialog:	<p>SFX: ① SMACK!</p> <p>② WHUMP.</p>	
Action:		<p>- Jake transforms back to normal w/ somersault</p>
Timing:		

EPISODE #

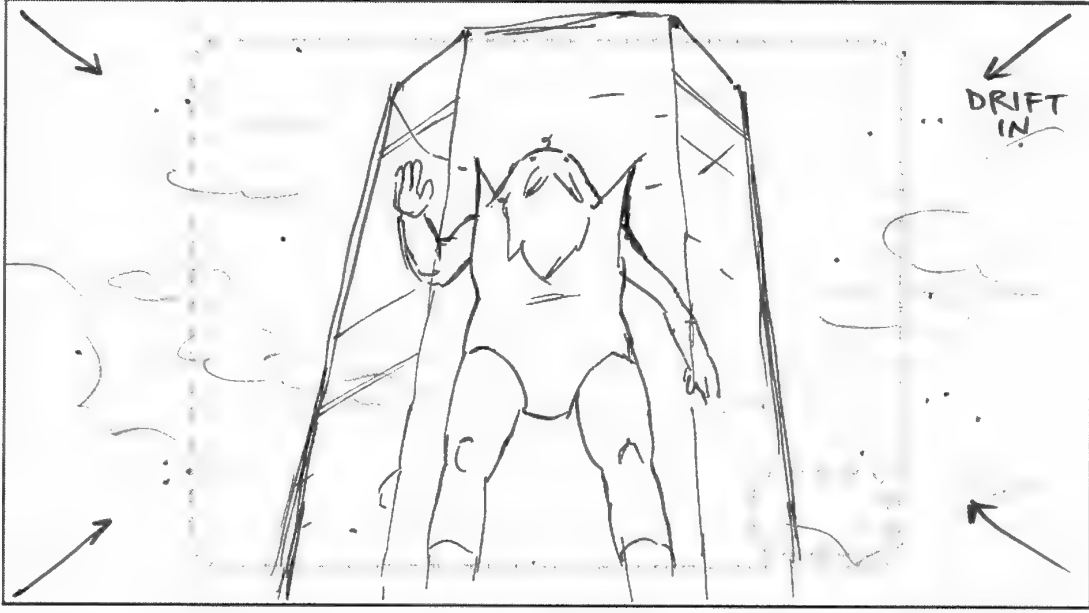
1025-163

Production :

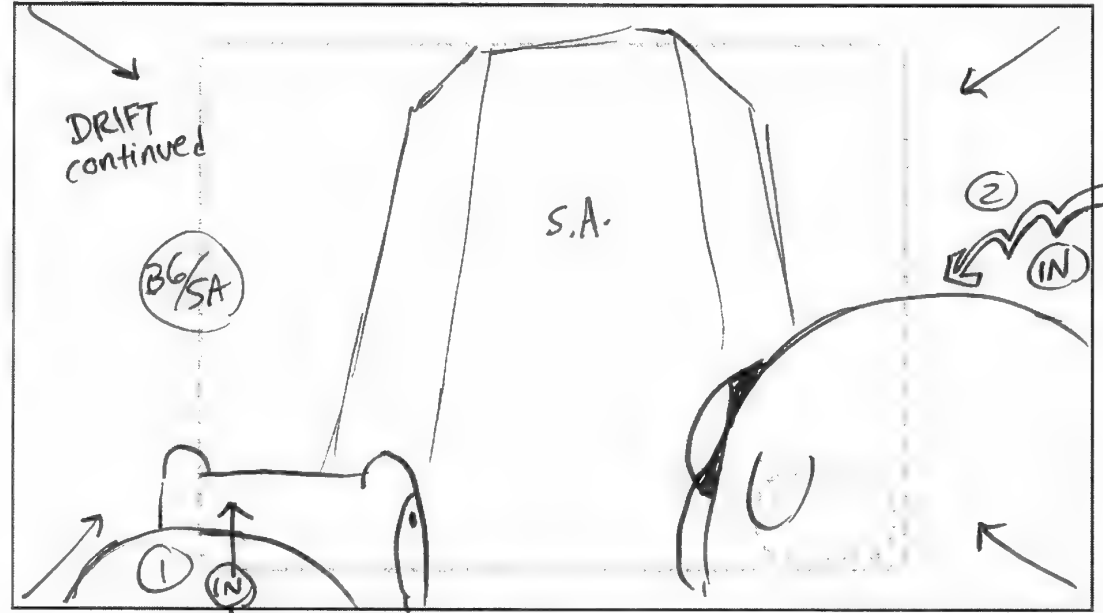
ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



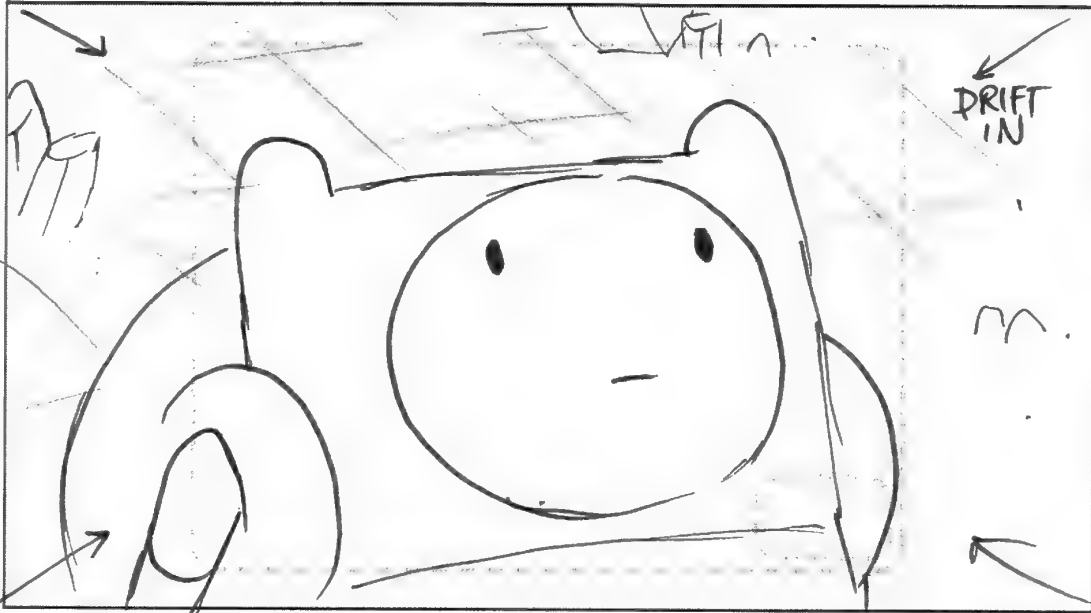
Dialog:
Action: - Finn sits up - Jake walks in
Timing:

EPISODE # 1025-163
Production :

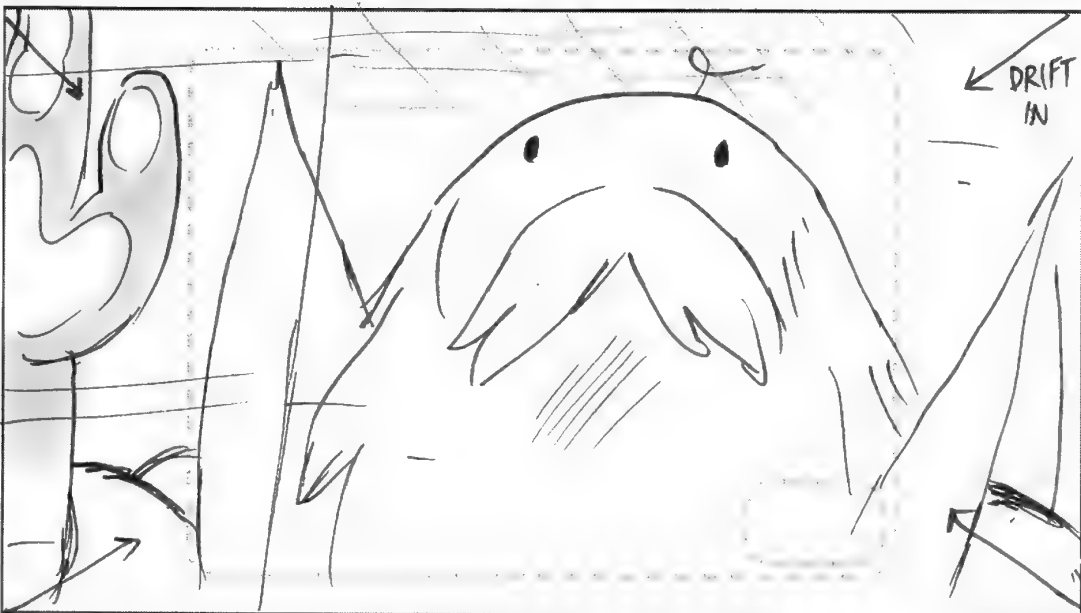
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE #

1025-163

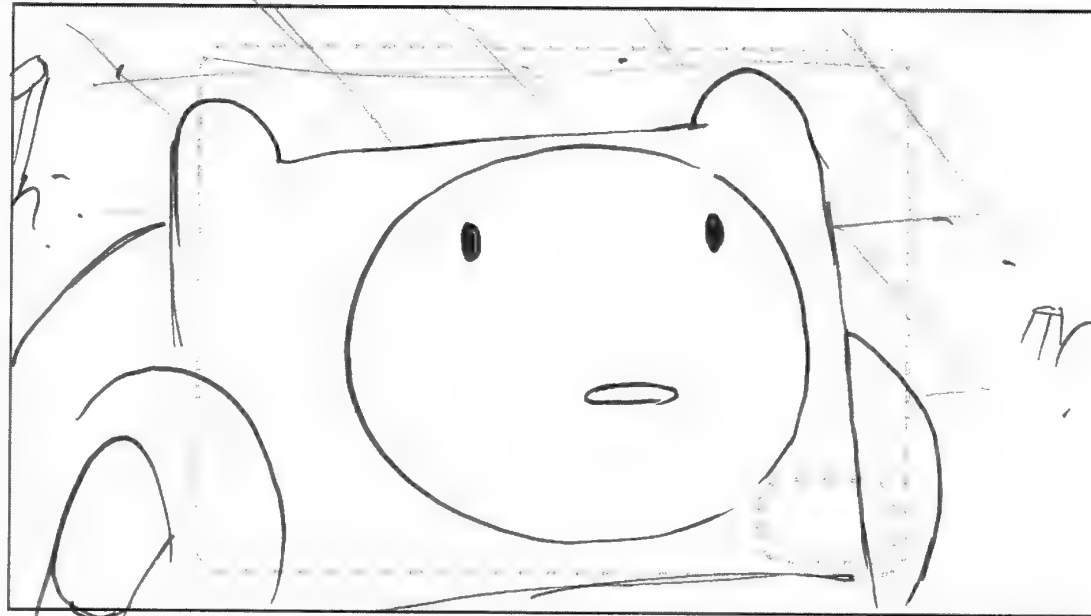
Production :

ADVENTURE TIME

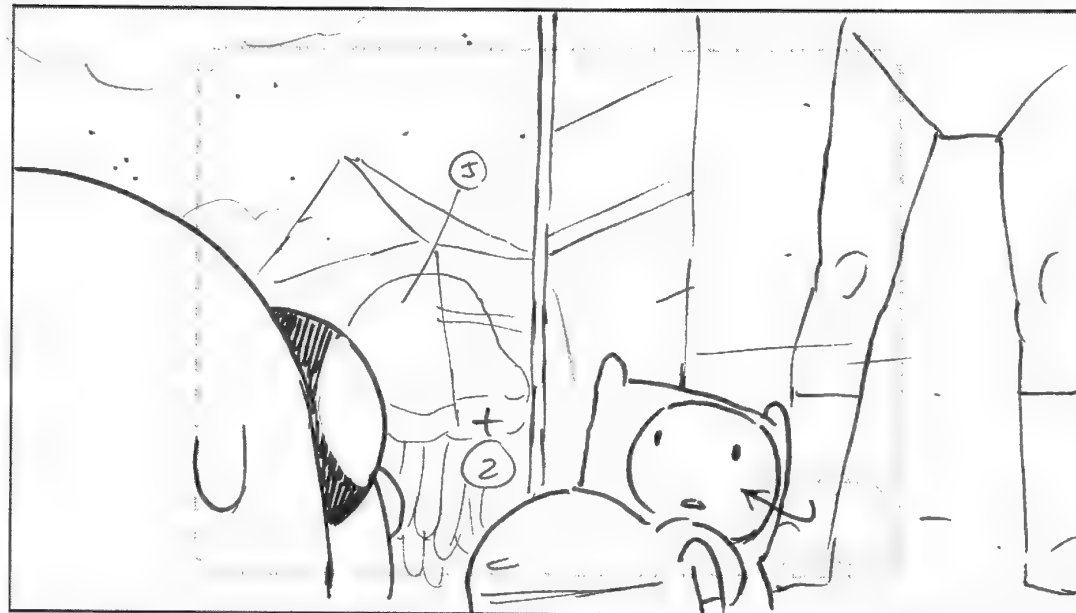


Page 23

Sc. 22 Pnl. A Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:

(F:) All locked up in there...

(F) D- d'you think maybe he's a criminal too?

Action:

Timing:



EPISODE # 1025-163

Production :

ADVENTURE TIME



24

Sc.

24

Pnl.

A

Bg.

day night



Sc.

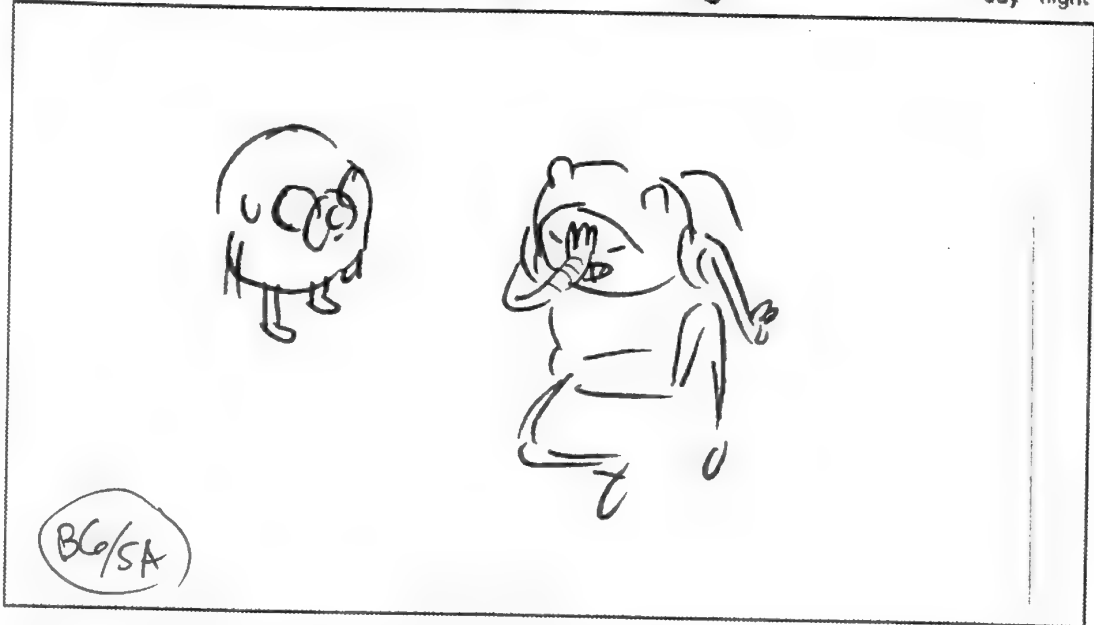
24

Pnl.

B

Bg.

day night



Dialog:

(J) well, it had
crossed my
mind...

Action:

Timing:

(F) rrrr -

EPISODE #

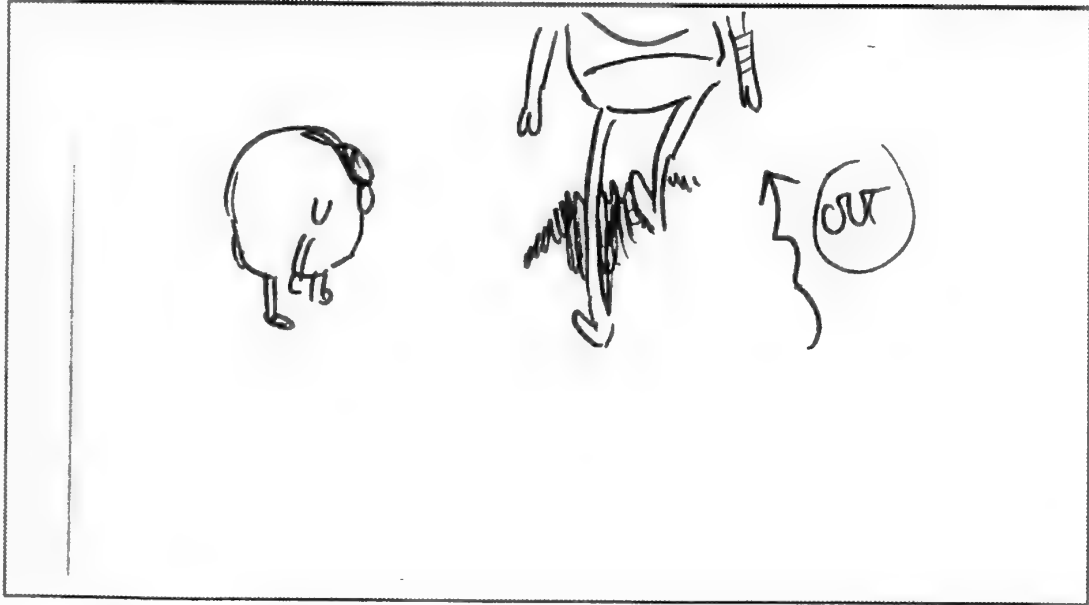
1025-163

Production :

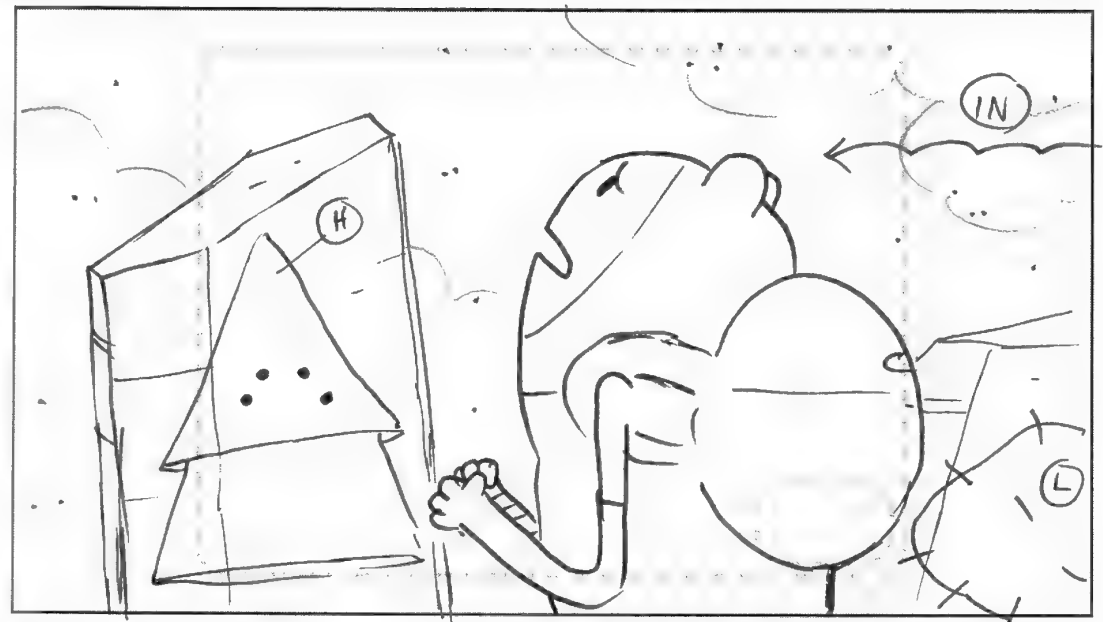
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog: (F:) Geez man, → (F)(cont.): now I wish I hadn't said all that stuff before... →

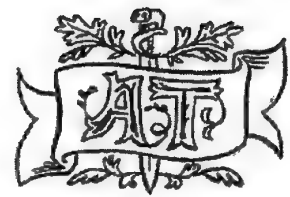
Action:

Timing:

EPISODE # 1025-163

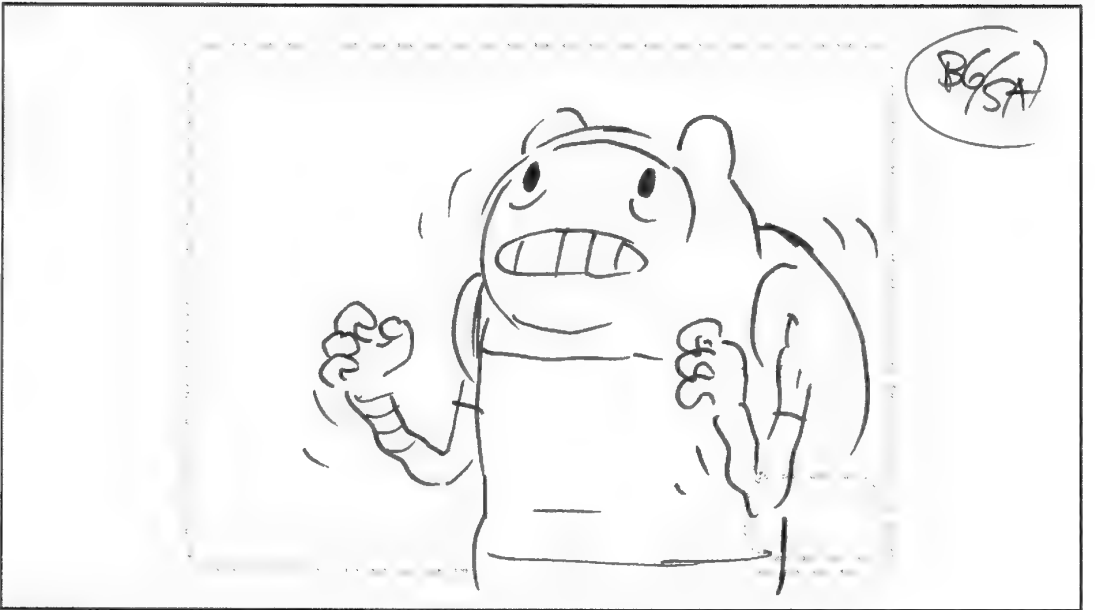
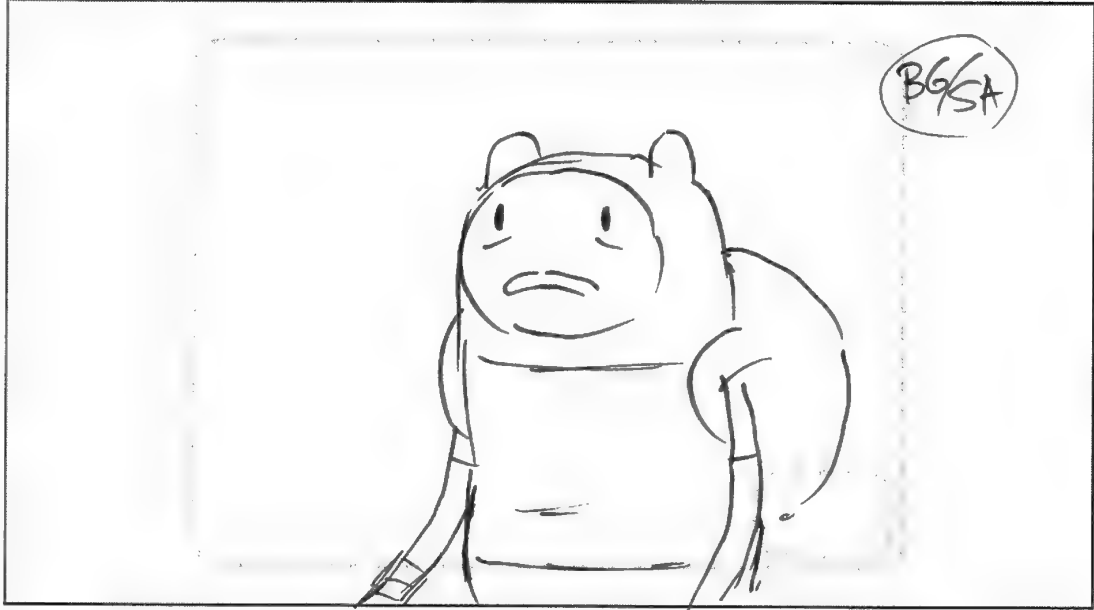
Production :

ADVENTURE TIME



Sc. 25 Pnl. B Bg. day night

Sc. 25 Pnl. C Bg. day night



Dialog: (F:) (cont) now my heart feels yellow and green... → (F:) R R R RRRRRR RRRR →

Action:

Timing:

EPISODE #

1025-163

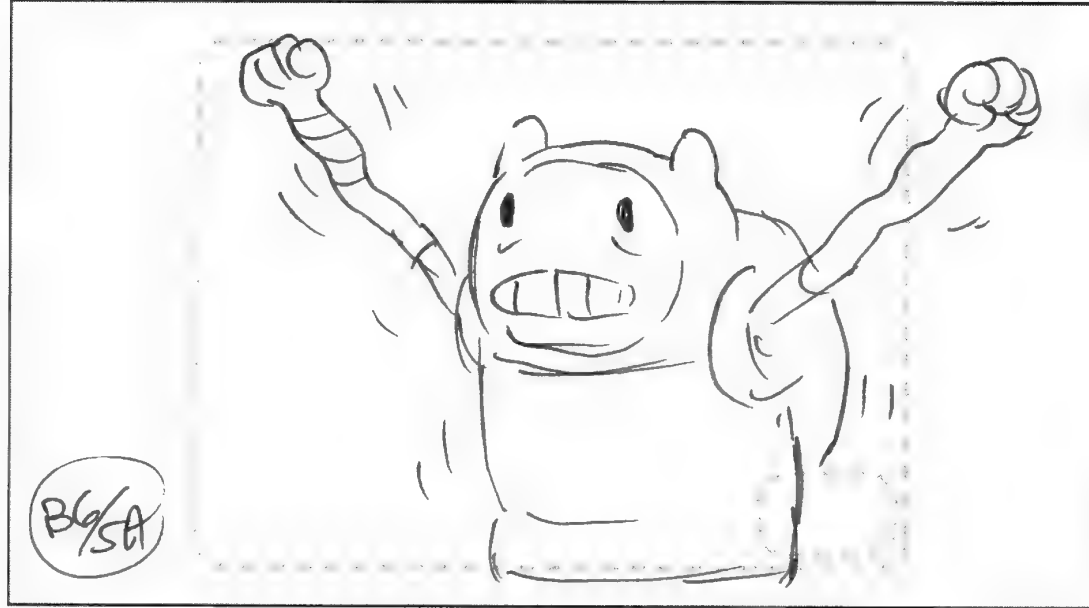
Production :

ADVENTURE TIME



Page 27

Sc. 25 Pnl. D Bg. day night



Sc. 25 Pnl. E Bg. day night



Dialog:	→ RRRRRRRRRR	(F:) *sigh* maybe we shouldn't have →
Action:		
Timing:		

1025-163

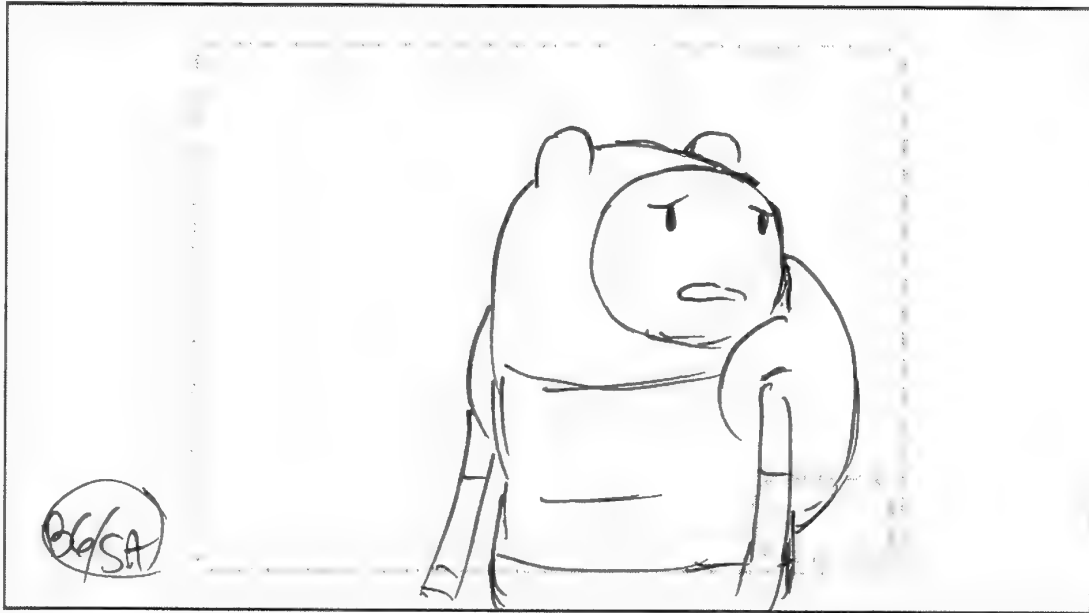
EPISODE #

Production :

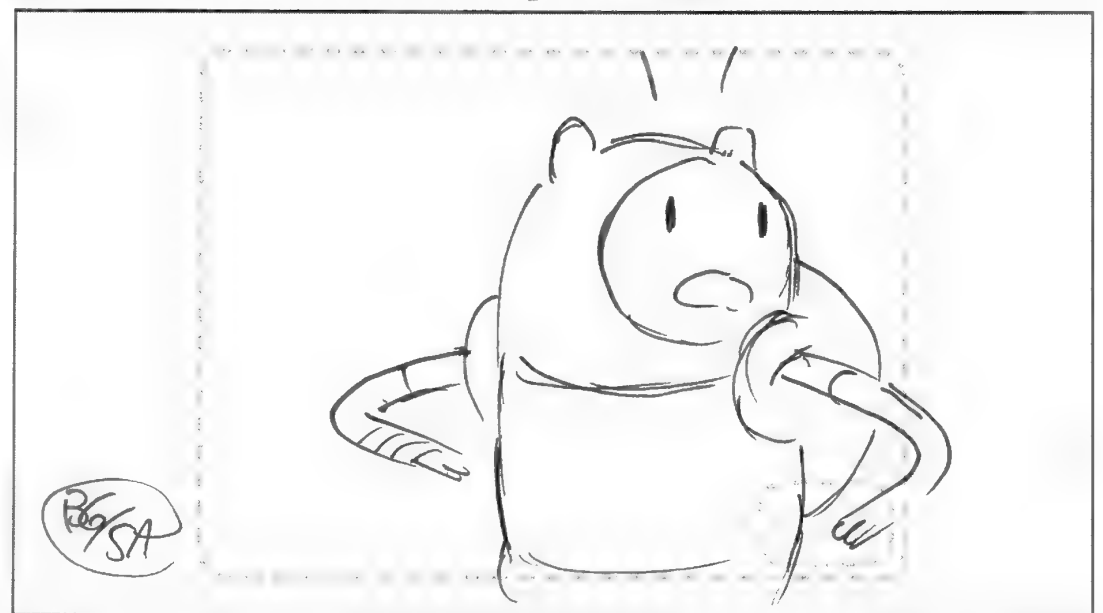
ADVENTURE TIME



Sc. 25 Pnl. F Bg. day night



Sc. 25 Pnl. G Bg. day night



Dialog: (F) → even come he-- → WHAA!!?

Action:

Timing:

Production :

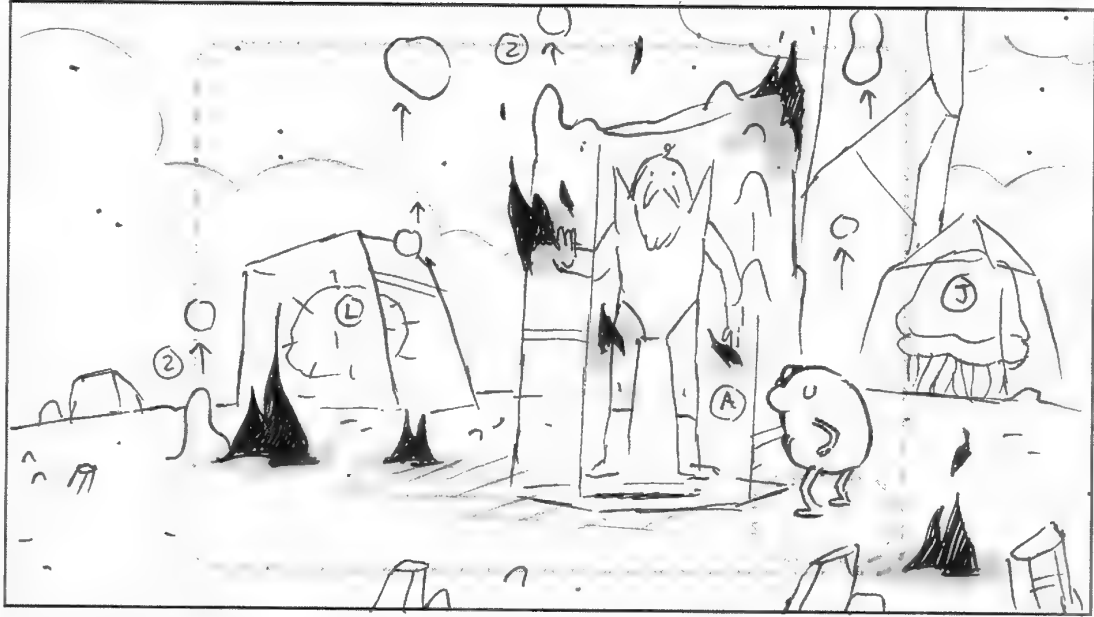
EPISODE #

1025-163

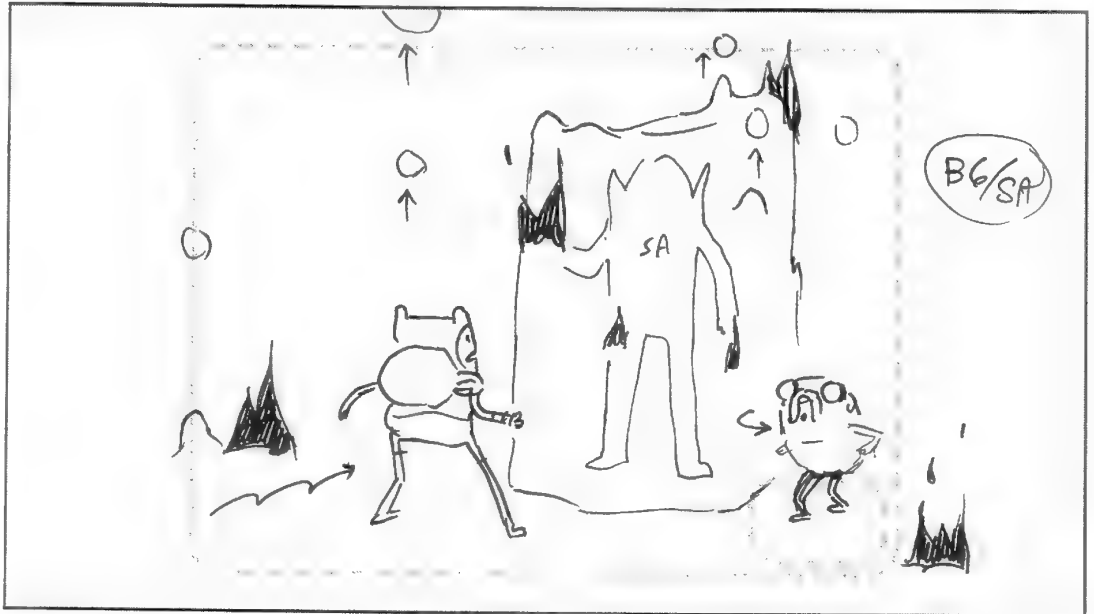
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog: (JAKE:) * blow * blow *
(trying to put out fire)

(F) JAKE WHAT DID YOU DO !?

Action: - Jake blows on flame

Timing:

(B)

(A B A B)

(IN)

EPISODE #

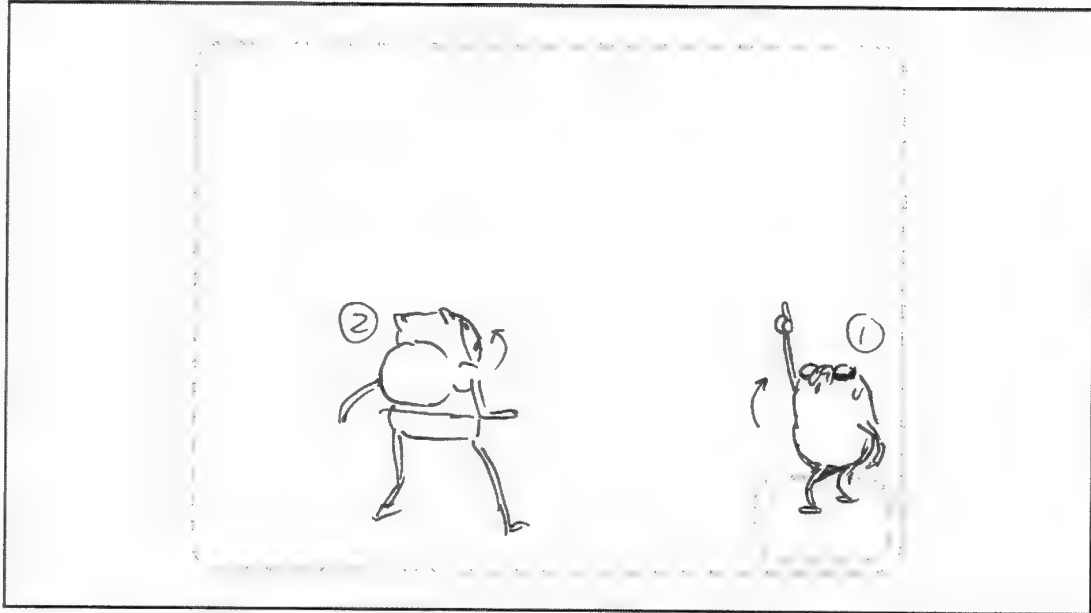
1025-163

Production :

ADVENTURE TIME



Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. (B) (not gray) day night



Dialog: (J) it wasn't me - it came from up there.

(F) GYAAH!!

Action:

- crystal drips float slowly towards center axis

Timing:

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EPISODE #

1025-163

Production :

ADVENTURE TIME

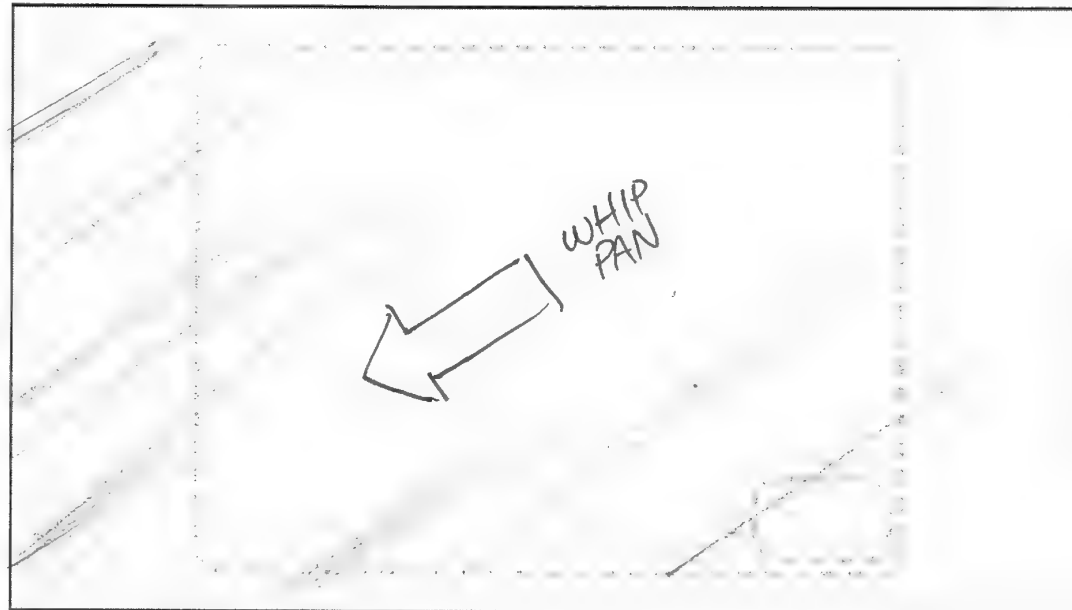


Page 31

Sc. 28 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F: 65) He's meltin' the crystal all up!

Action: -crystal drips float slowly down

Timing:

EPISODE #

Production :

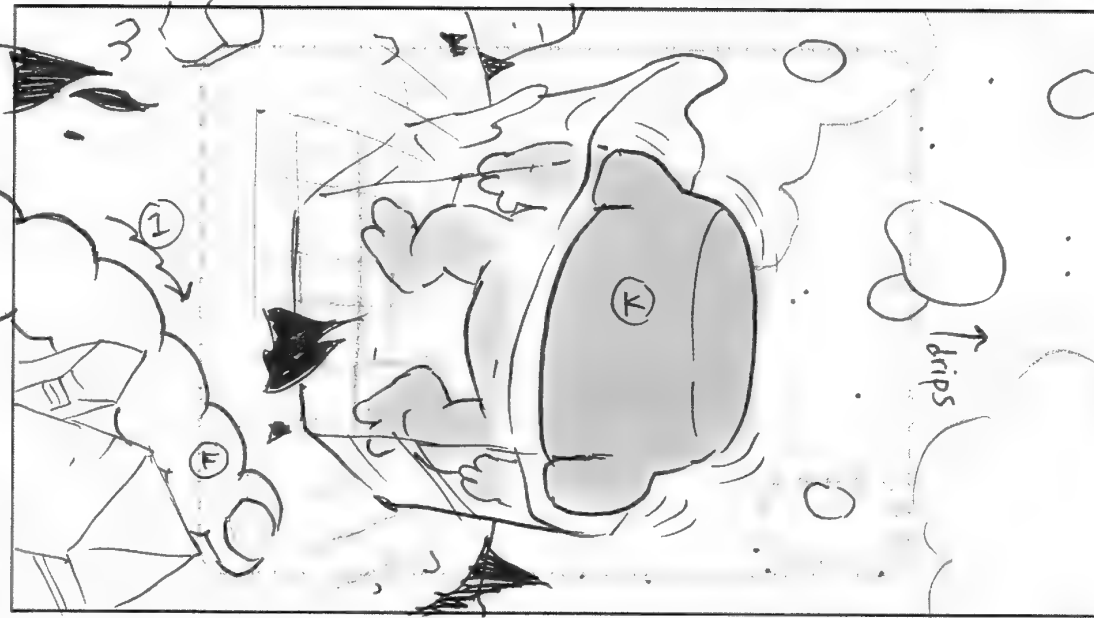
1025-163

ADVENTURE TIME



Page 32

Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



Dialog: (F) Breakin' cts out left & right -

Action:

Timing:



- Alien (K) breaks out of crystal
- Drips float slowly right

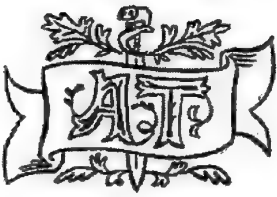


Production :

EPISODE #

1025-163

ADVENTURE TIME



Sc. Pnl. Bg. day night

WHIP
PAN →

Sc. 30 Pnl. A Bg. day night

Dialog:

Action:

Timing:

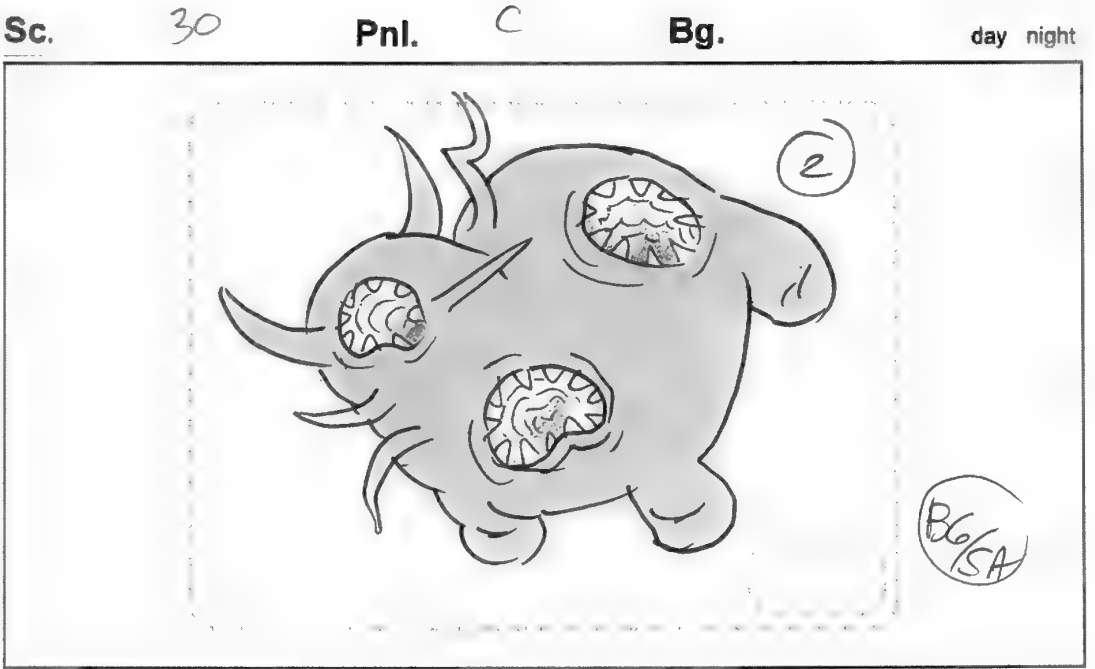
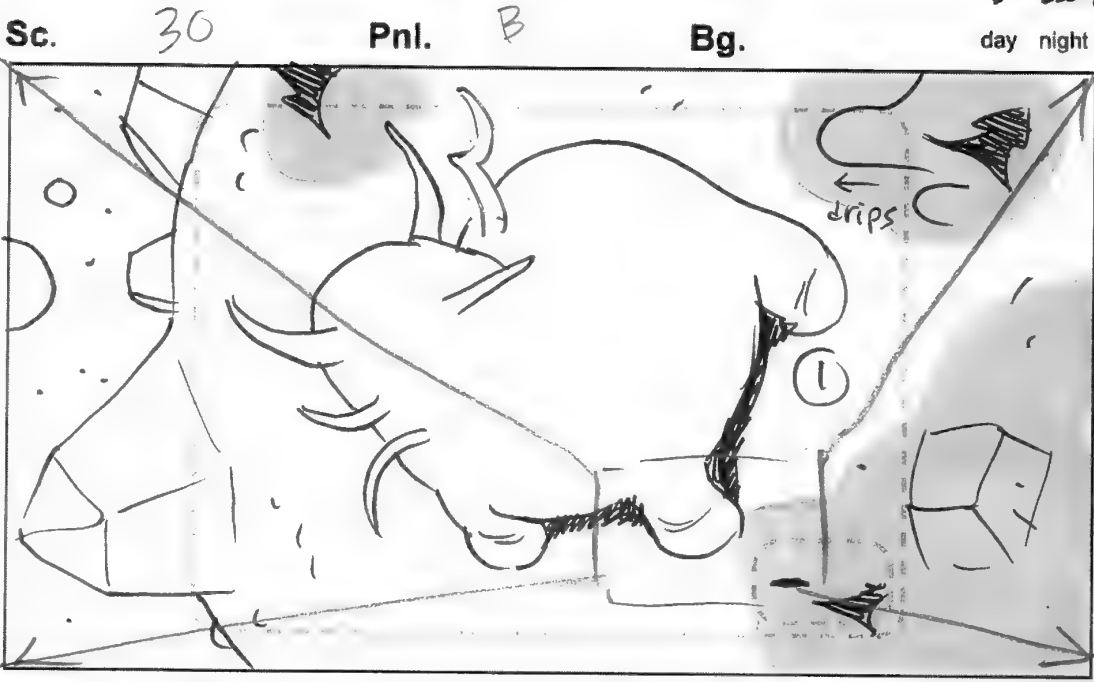
(F)OS: Turnin' →

contagion spreads to
touch Alien (A)'s foot

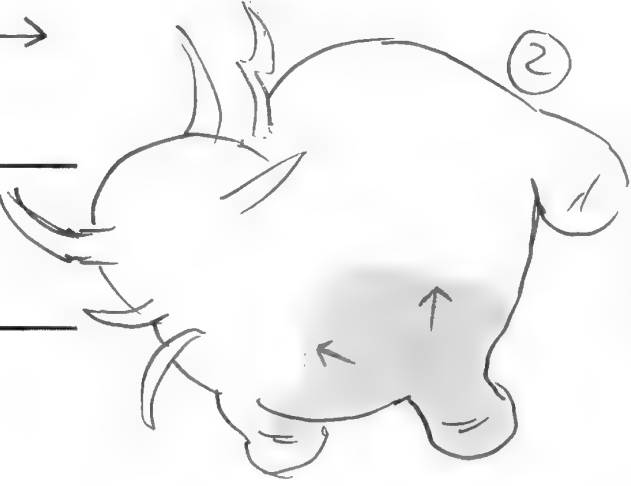
1025-163

Production :

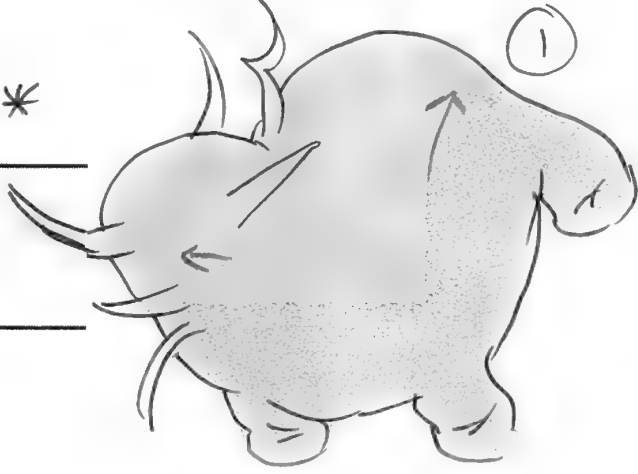
ADVENTURE TIME



Dialog:
(F:) → cat's →
Action:
Timing:



(F:) → grey -
(ALIEN:) * Triple hisss! *



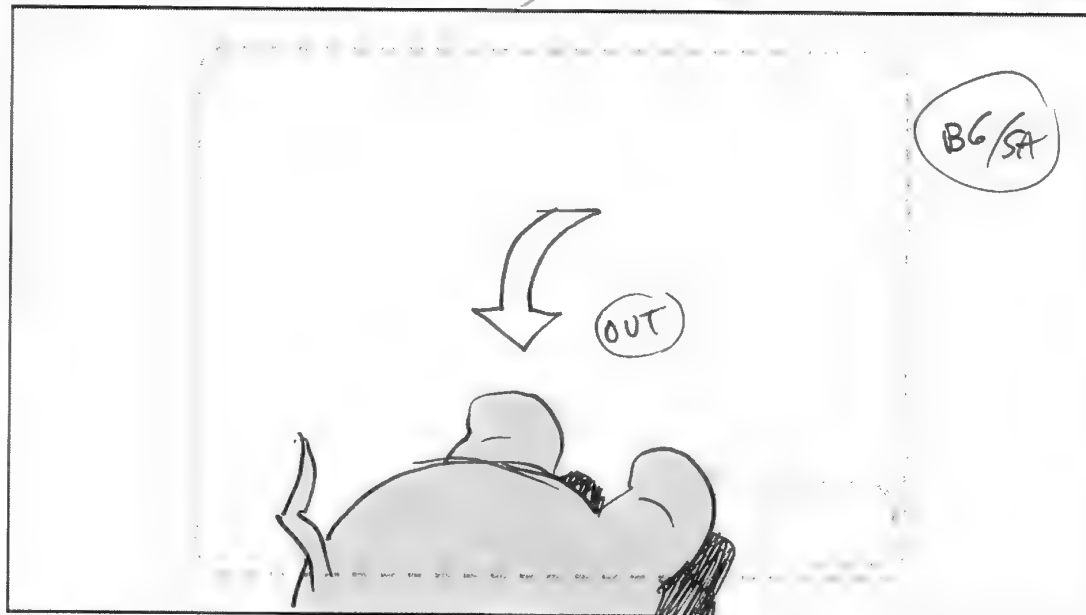
EPISODE # 1025-163

ADVENTURE TIME

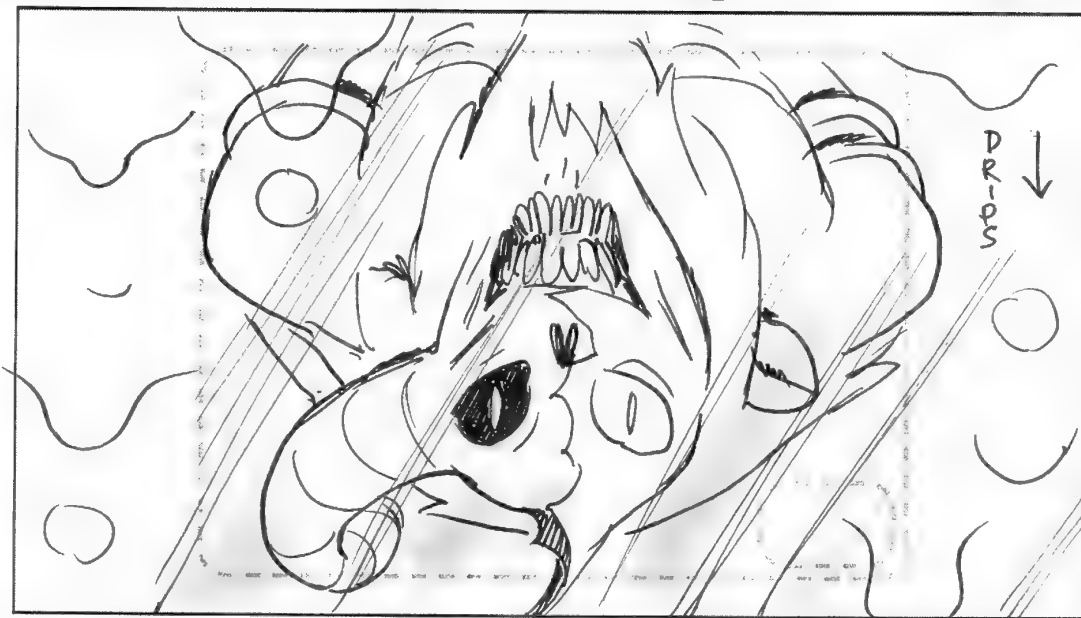


Page 35

Sc. 30 Pnl. D Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:

(FINN) (OS): Did he trick us again!?...
I think he did!

Action: - Alien (A) leaps offscreen

- Drips float slowly down

Timing:

Production :

EPISODE #

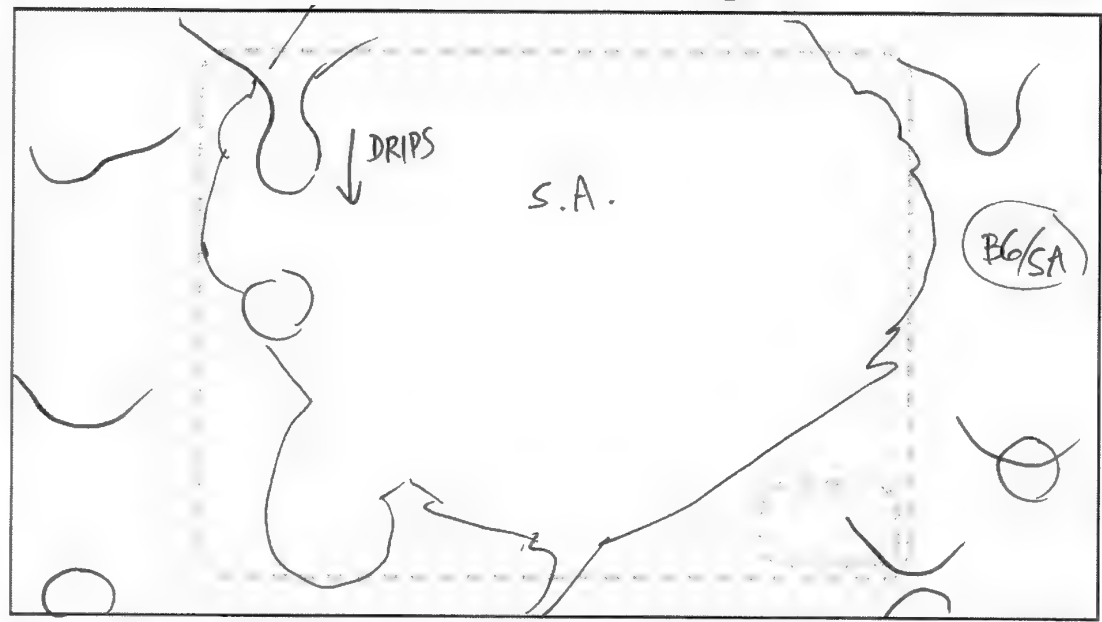
1025-163

ADVENTURE TIME

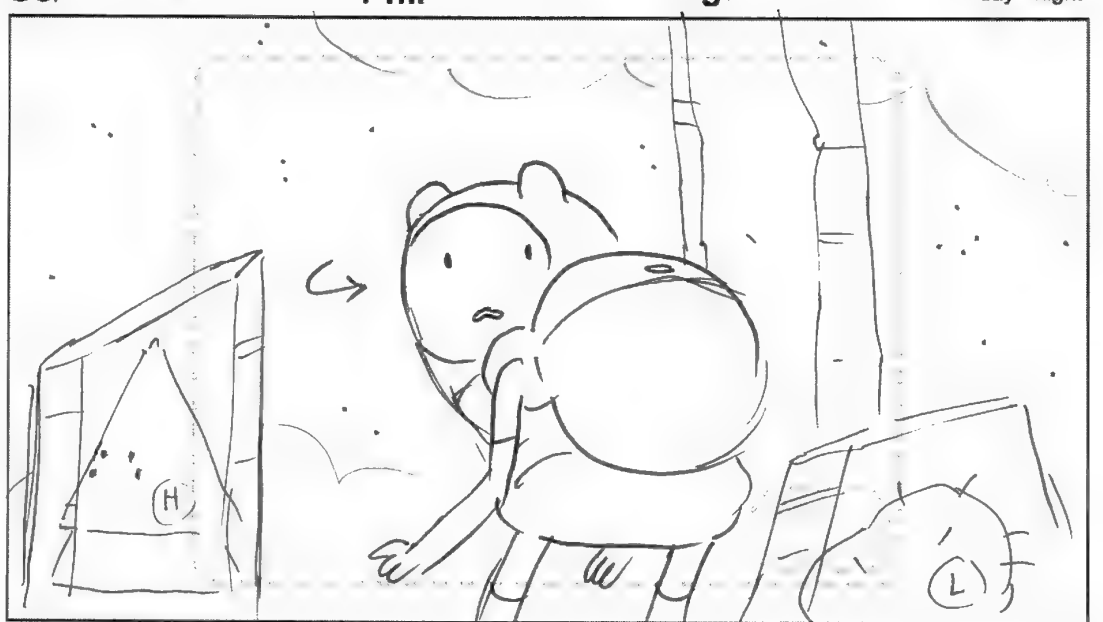


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Sc. 32 Pnl. A Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:	(DAD:) (OS) Hey kid -
Action:	
Timing:	



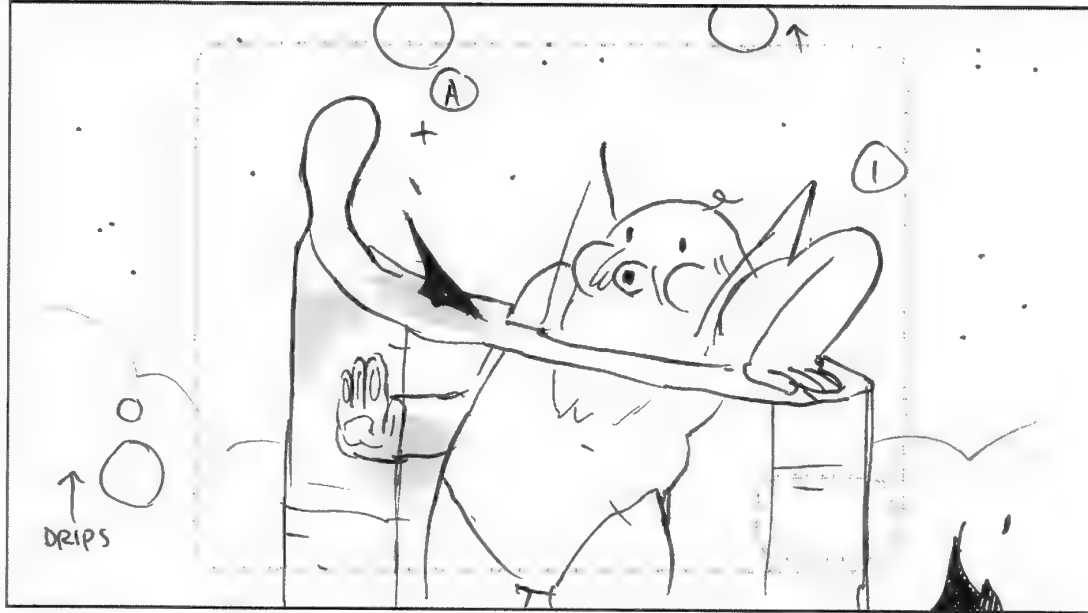
EPISODE # 1025-163
Production :

ADVENTURE TIME

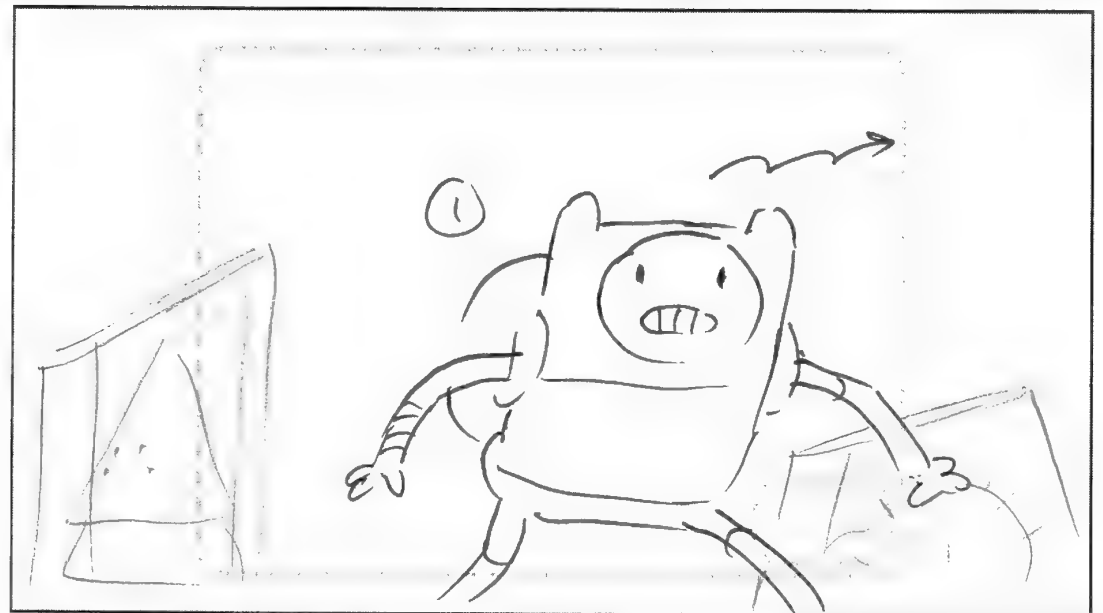


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Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night

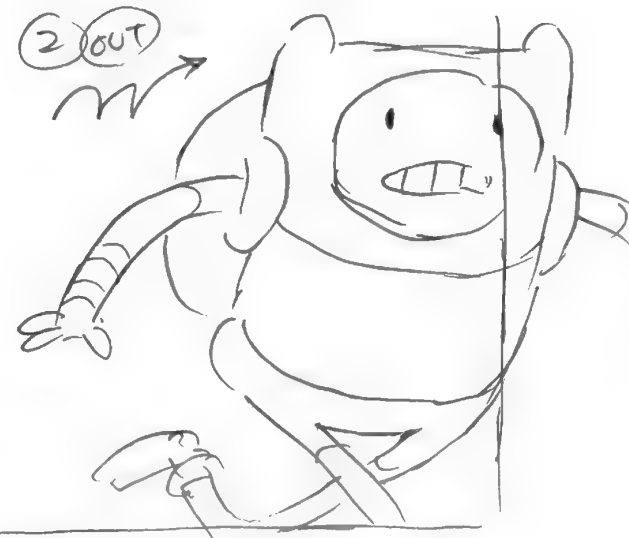


Dialog: (DAD) (1) * (blowing fire) pheew! *
(2) Hey do me a favor and get me outta here, hunh?

(DAD) (OS): This fire smells crazy.

Action: Dad blows on flame

Timing:



EPISODE #

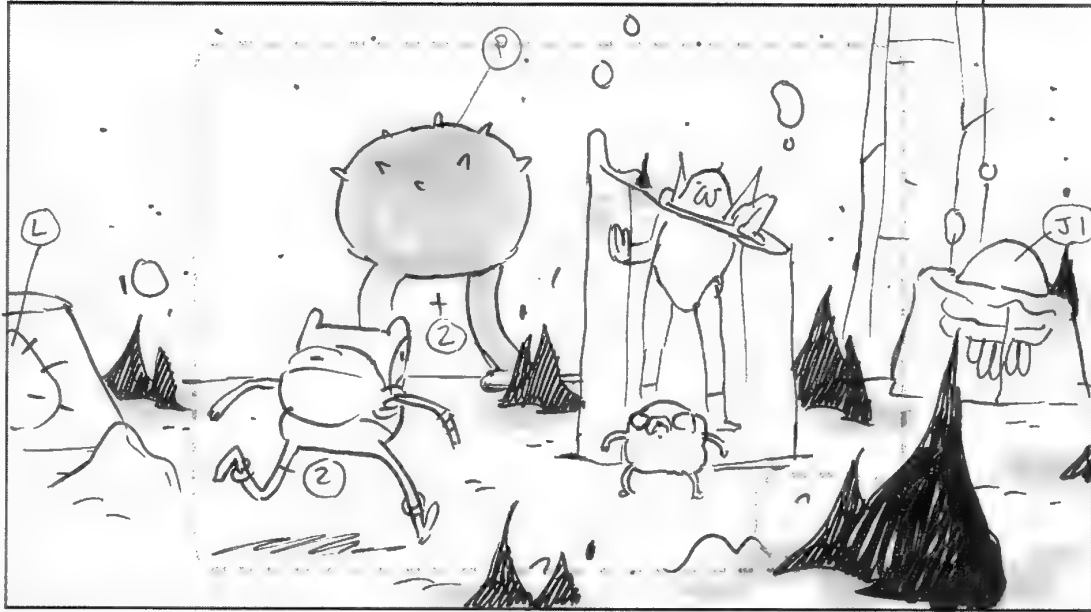
1025-163

Production :

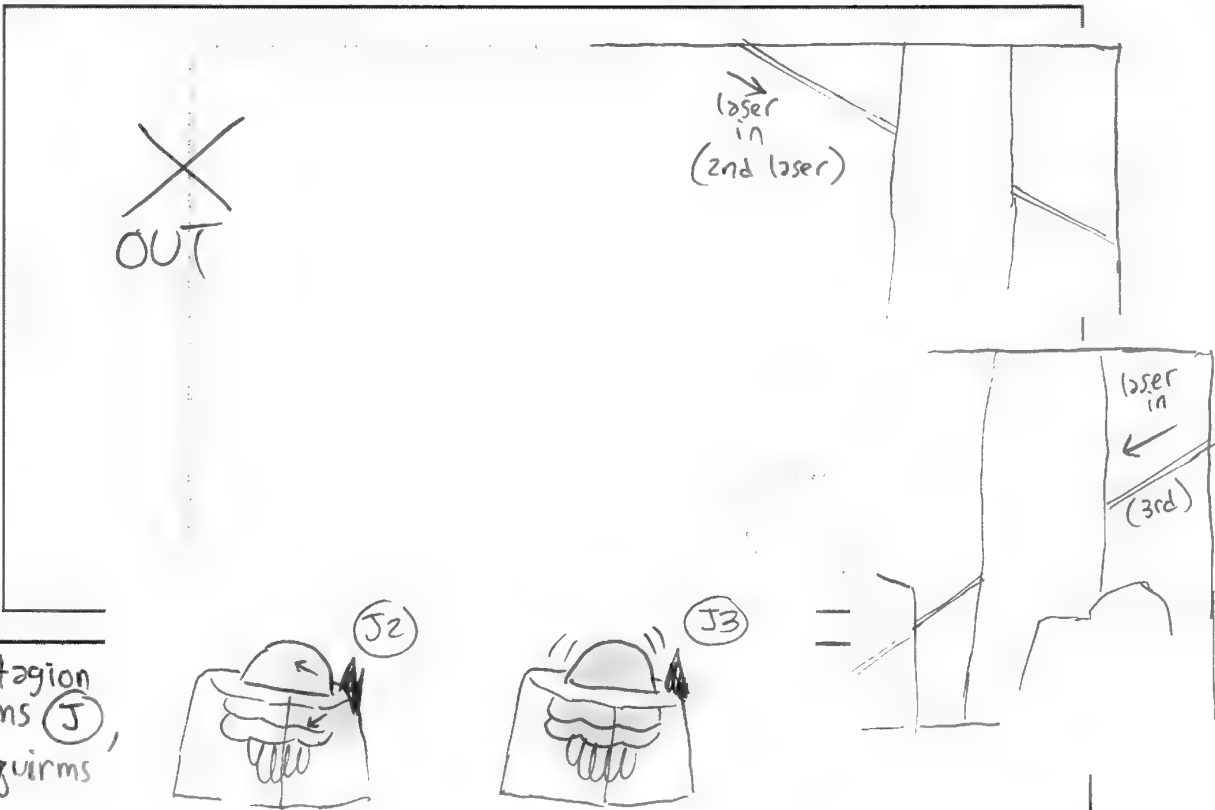
ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. X Pnl. Bg. day night

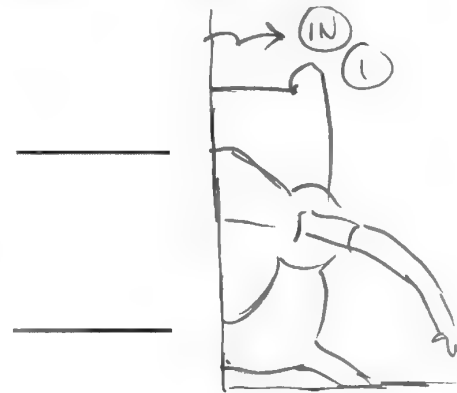


Dialog:

contagion
claims (J)
(J) squirms

Action: (P) Lumbers slowly, then shot by lazer

Timing:



Production :

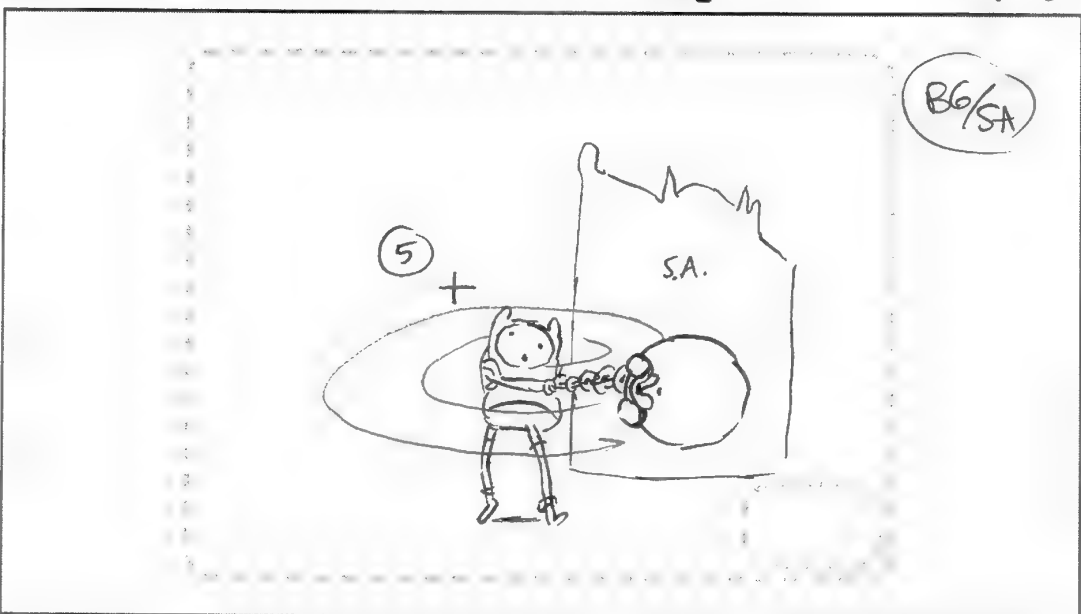
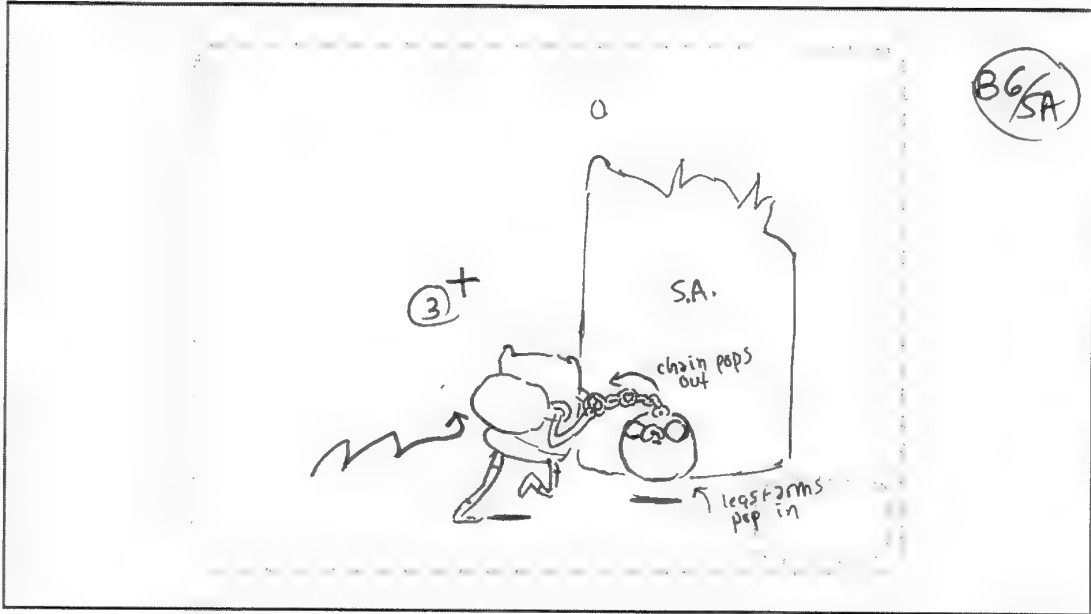
1025-163

ADVENTURE TIME



Sc. 36 Pnl. B Bg. day night

Sc. 36 Pnl. C Bg. day night



Dialog: (F:) *grunting*

Action: Finn rotates, winding Jake's chain around him like thread on a spool.

Timing: Finn stops rotating, then Jake unwinds in an expanding orbit.



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EPISODE #

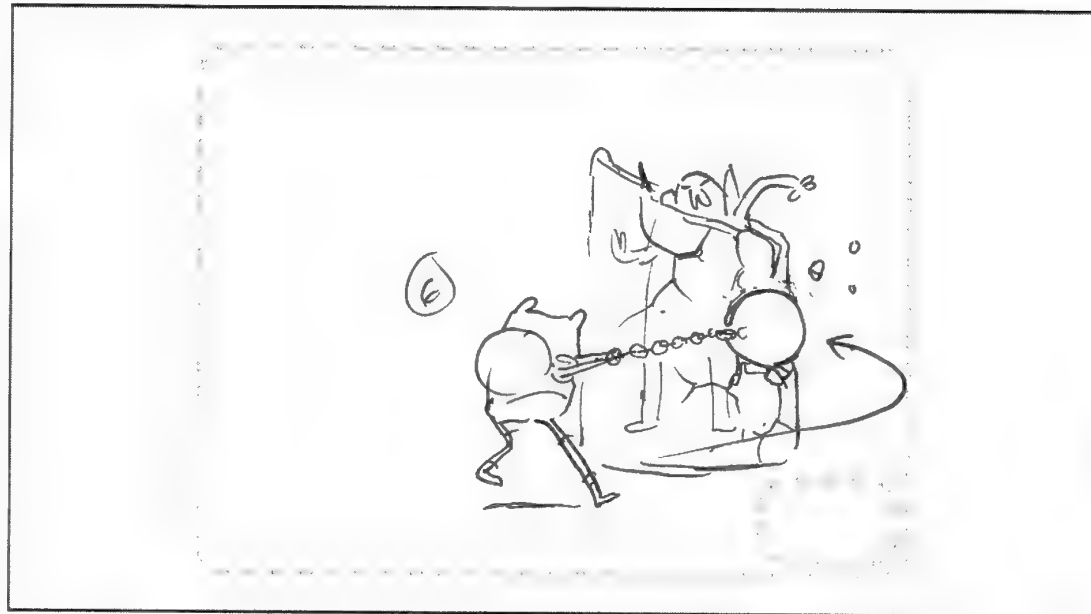
Production :

ADVENTURE TIME

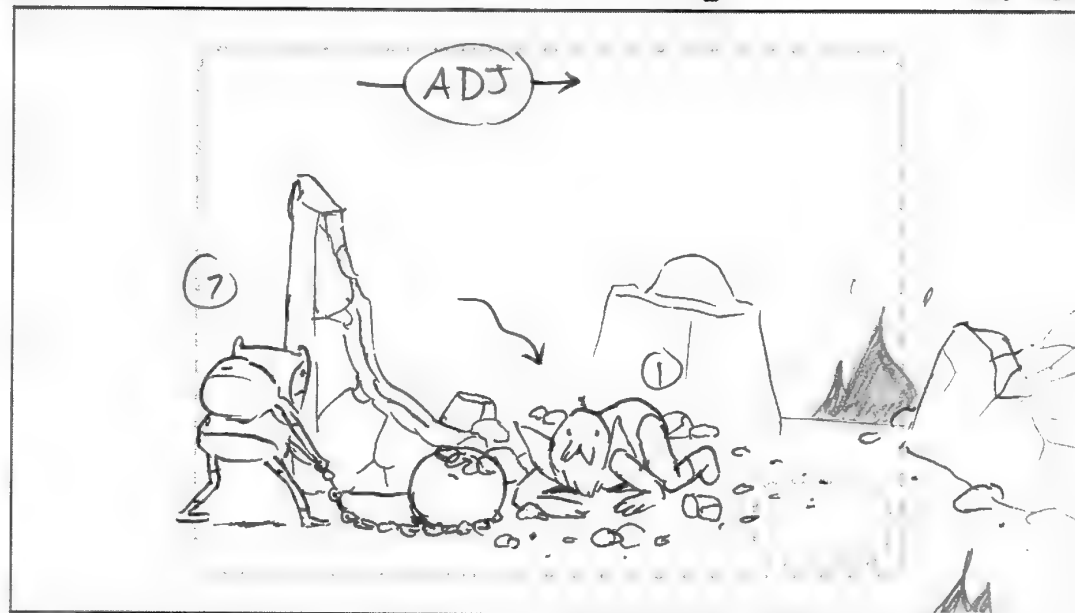


Page 40

Sc. 36 Pnl. D Bg. day night



Sc. 36 Pnl. E Bg. day night



Dialog:

SFX: BASH!

(DAD:) Oof - thanks kid.

Action:

- crystal smashes

- Dad tumbles out of smashed crystal



Timing:

EPISODE #

Production :

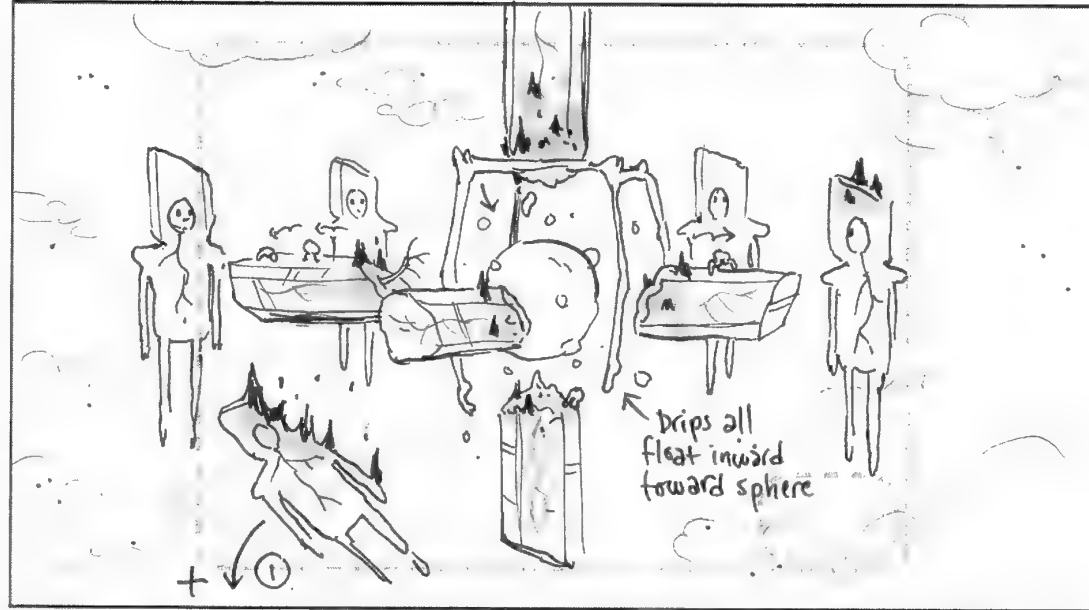
1025-163

ADVENTURE TIME

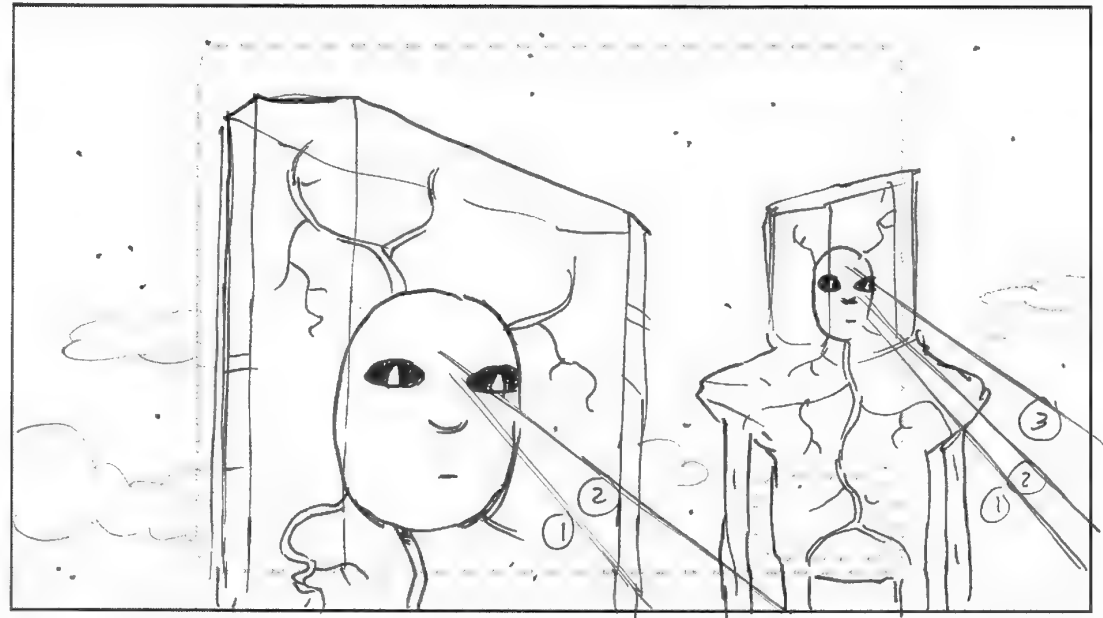


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Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



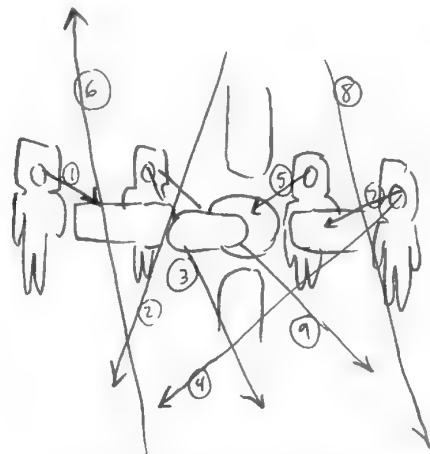
Dialog: DAD OS Now where'd you guys park the
your starskipper? This place is comin'
down quick -

Action:



monsters:
there should be
a bunch more -
don't all need
to move
though

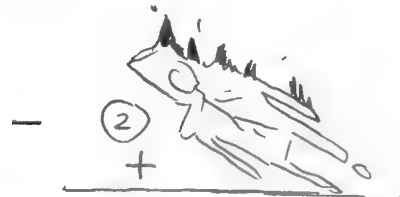
Timing:



Lasers from forehead s

DAD (cont.) and I'm talkin' quick,

- Guardians fire lasers off screen

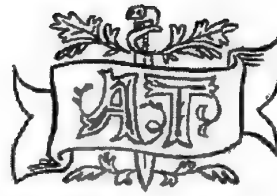


1025-163

EPISODE #

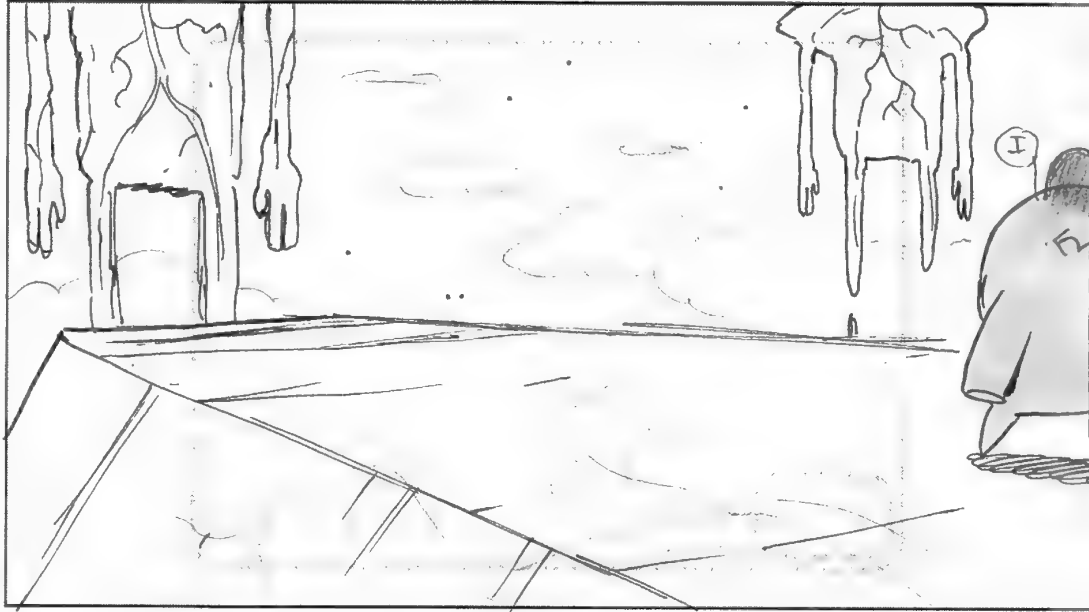
Production :

ADVENTURE TIME

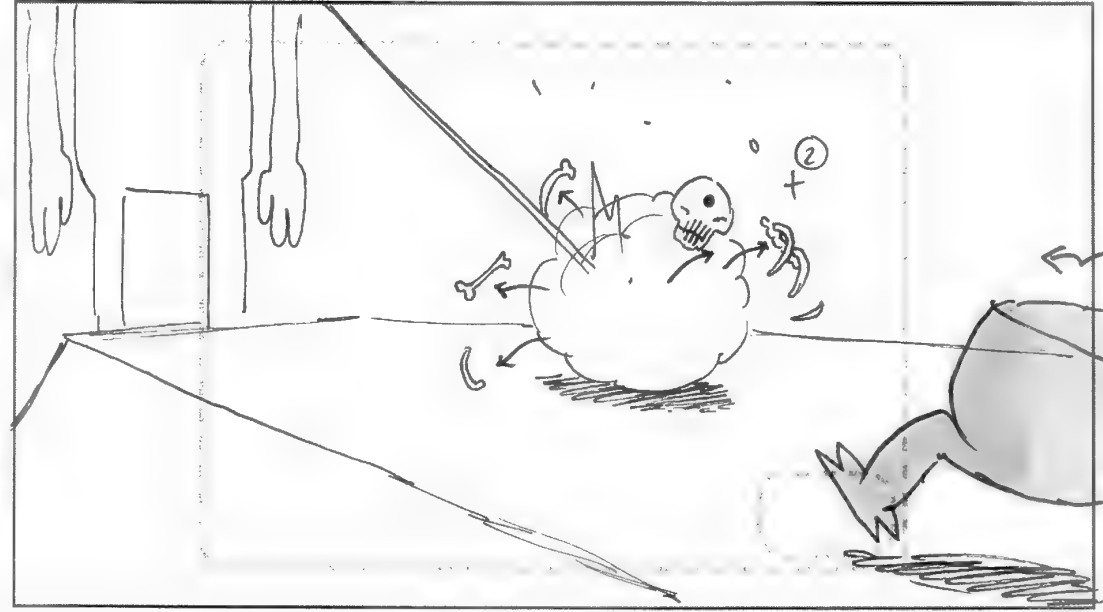


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Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night

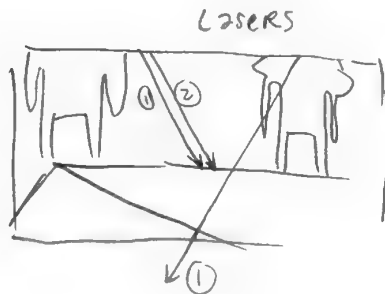


Dialog:

DAD OS (cont.) → like zip-zip, like wow, →

Action:

Timing:



Production :

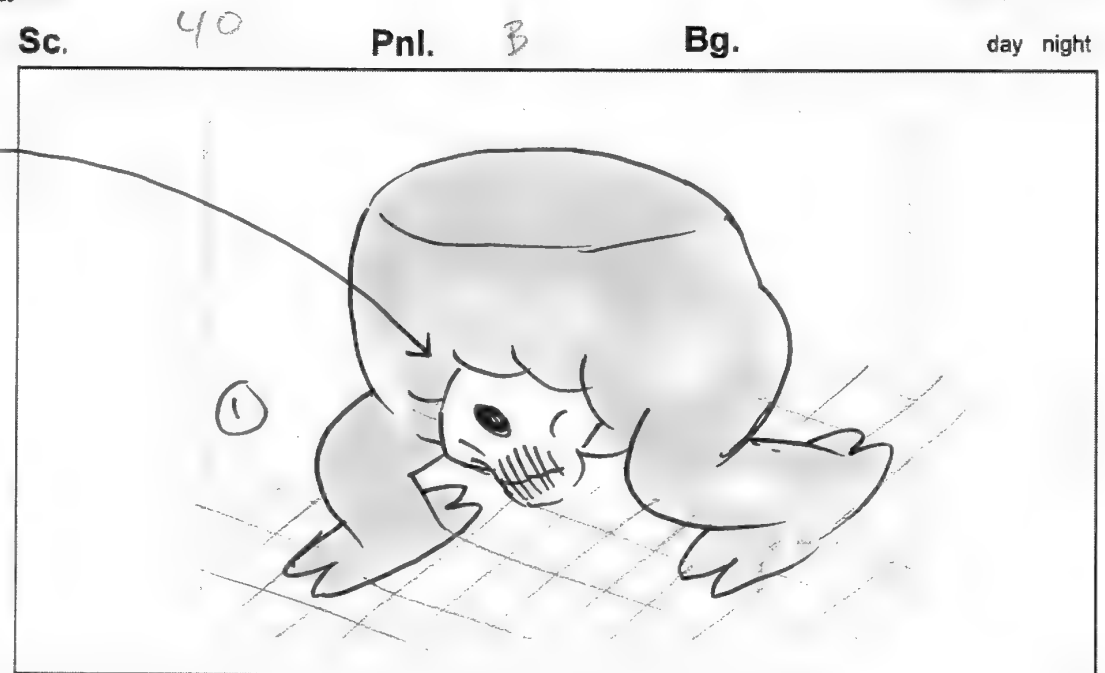
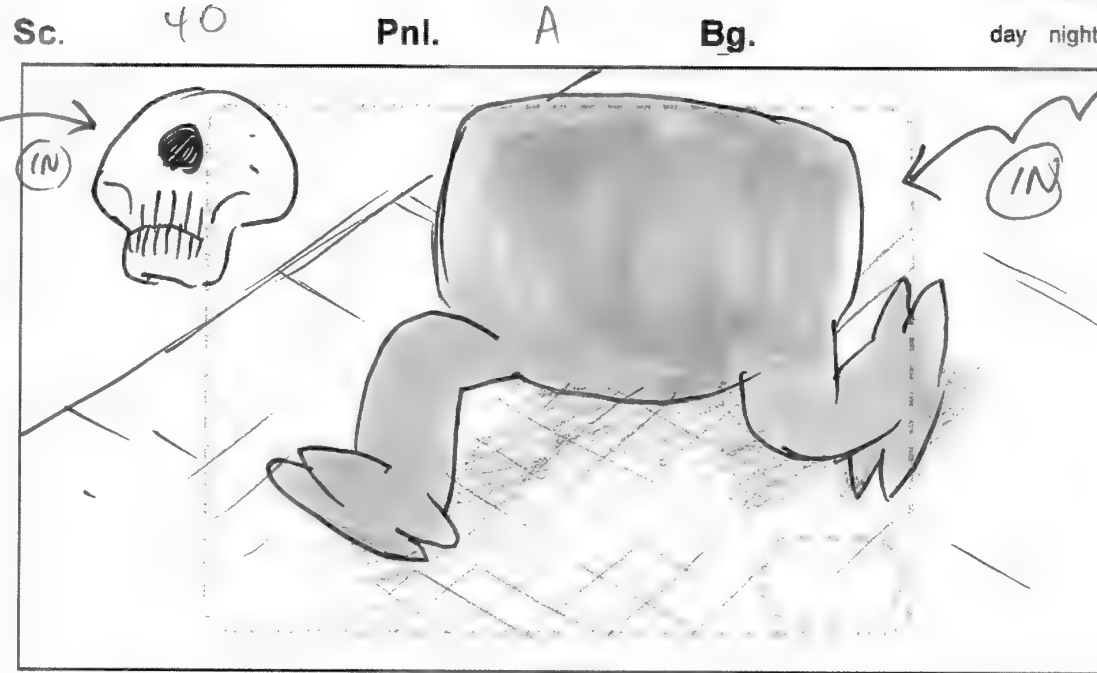
1025-163

EPISODE #

ADVENTURE TIME



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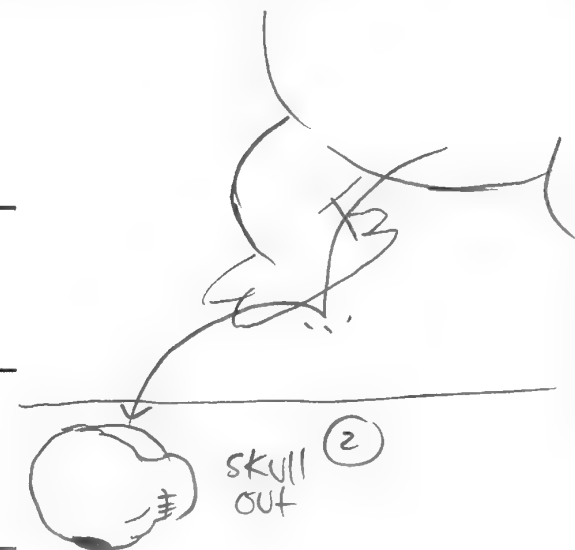
Dialog:

(DAD)(OS)(cont) → like boom boom wow.
(ALT:) like cray-cray joyner

Action:

-skull flies in from offscreen, hits Alien (R) in crotch,
then bounces off screen

Timing:



Production :

EPISODE #

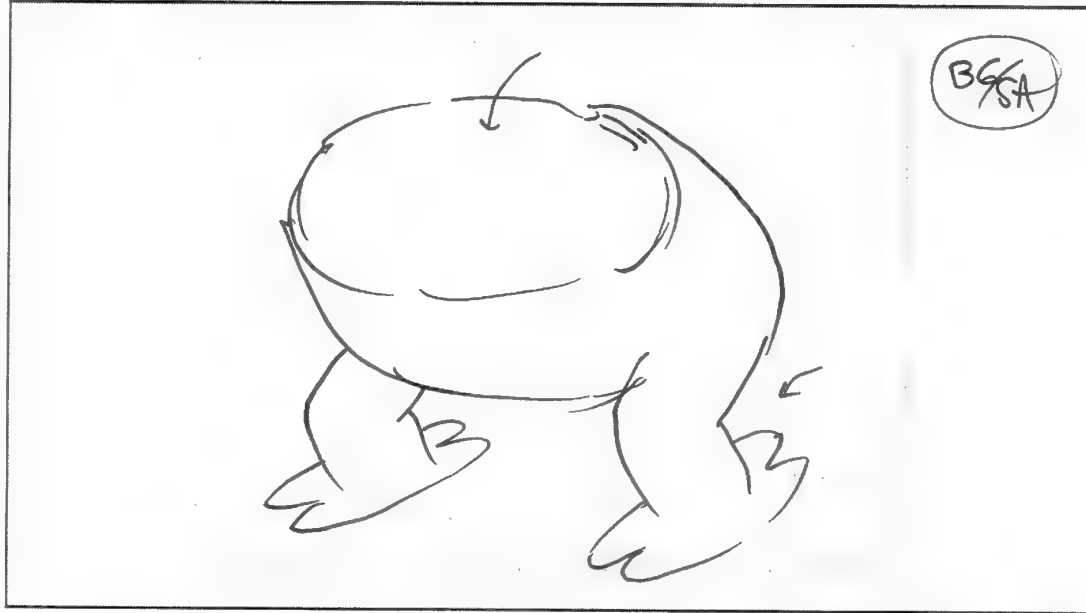
1025-163

ADVENTURE TIME

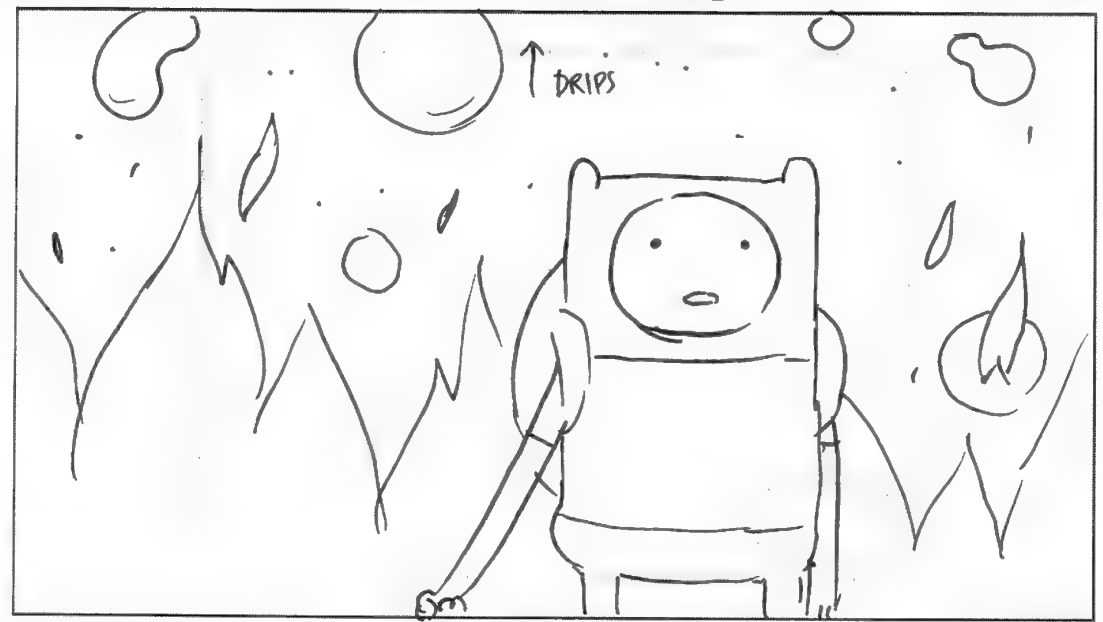


Page 44

Sc. 40 Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:	<p><u>ALIEN R:</u> * GROANN... *</p> <p><u>F:</u> Oh, we... we don't have</p>
Action:	
Timing:	

EPISODE #

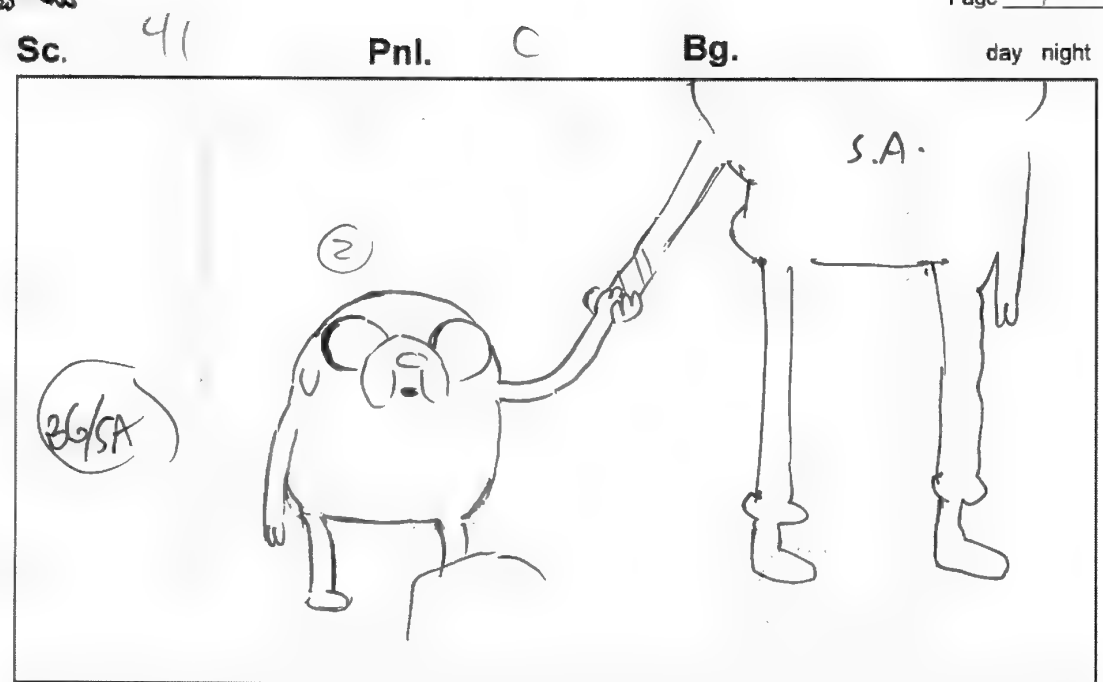
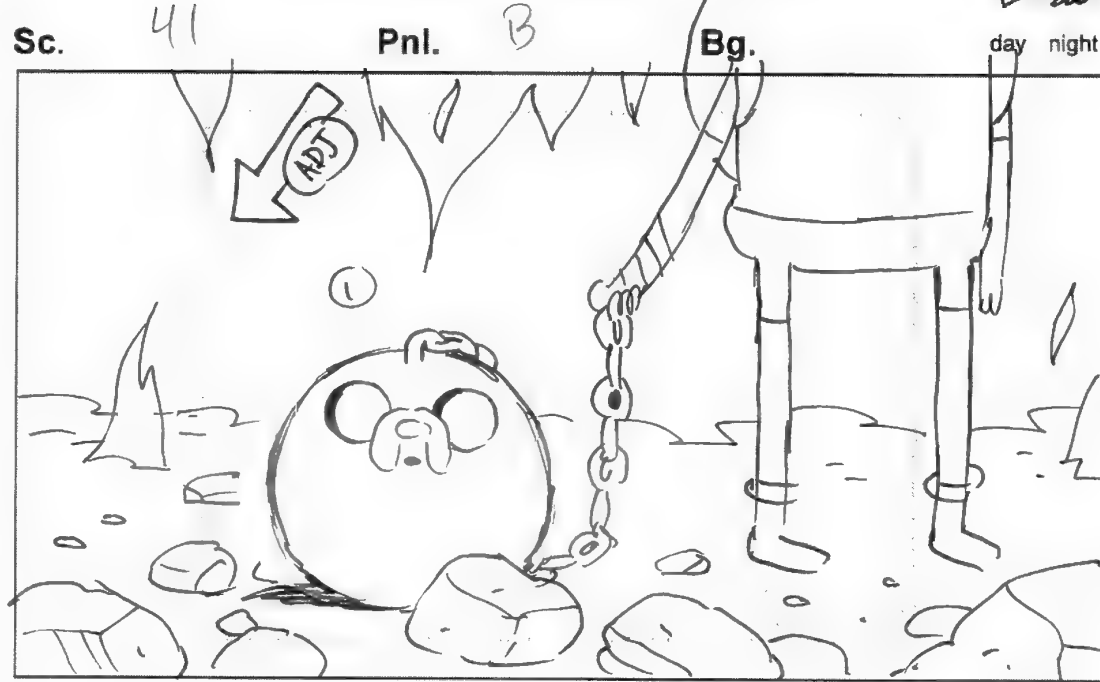
1025-163

Production :

ADVENTURE TIME



Page 45



Dialog:

(J:) Also, Finn's your son.

Action:

-Jake transforms back to normal

Timing:

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EPISODE #

Production :

ADVENTURE TIME



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Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog: DAD: WHAAATT!!!? →

Action:

Timing:



DAD → ... no starskipper...

EPISODE #

1025-163

Production :

ADVENTURE TIME

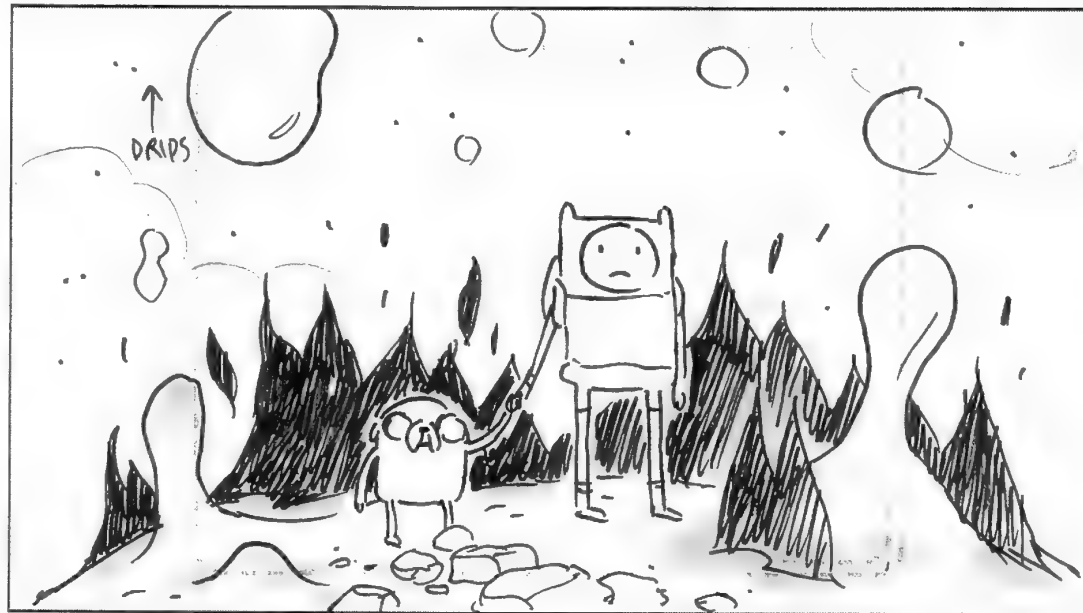


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Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:

JAKE OS * ahem *

(J.) I SAID, Finn's your son. He
came a long way to meet you.

Action:

-Drips float slowly upward

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

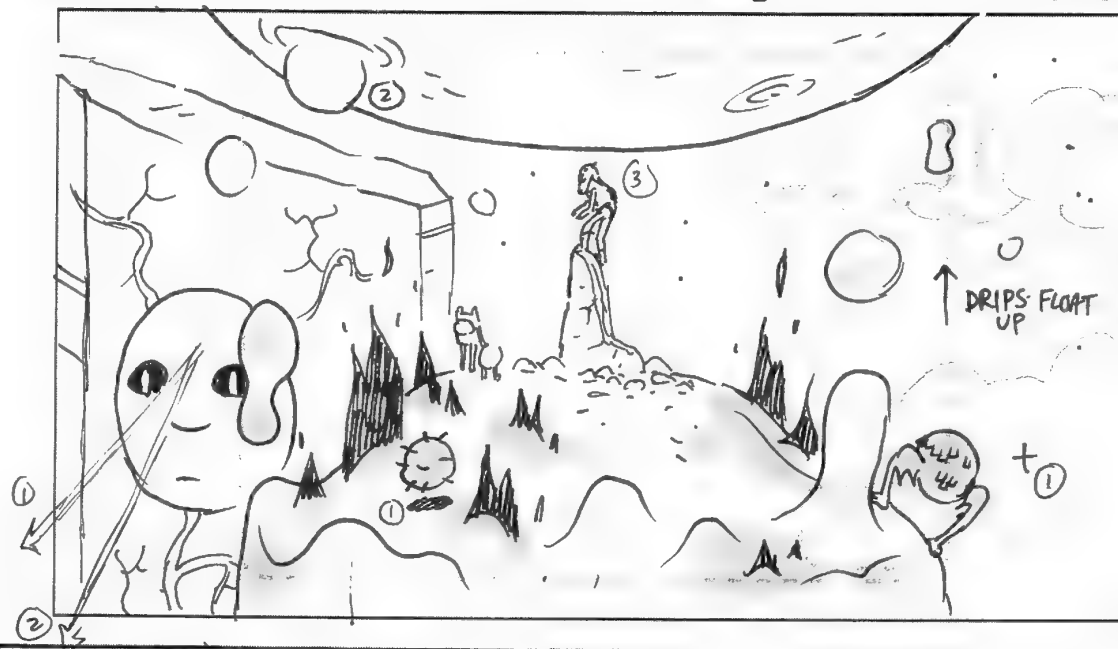


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Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night

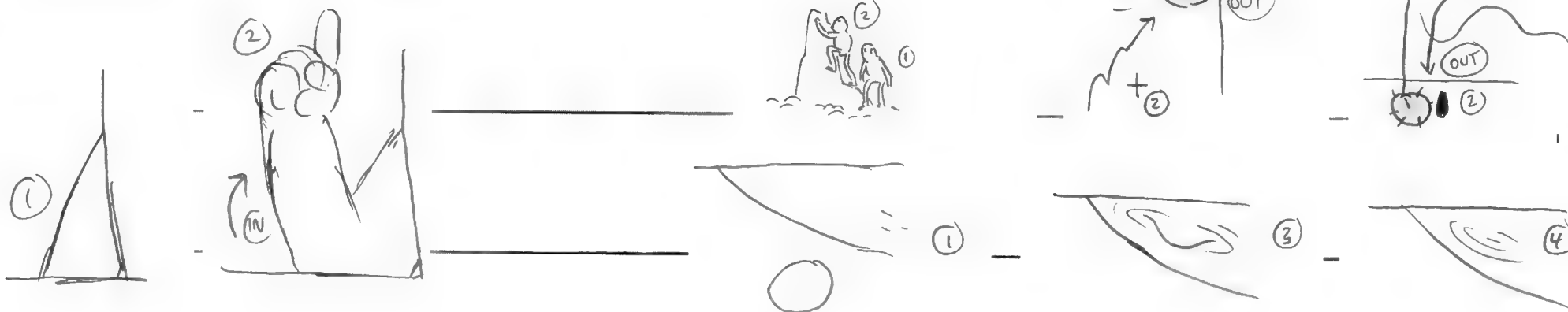


Dialog: DAD: 1 Son? ... OH - 2 hey, 3 good for you kid. ->

DAD -> In other news: I still gotta get outta here and the ground is melting.

Action:

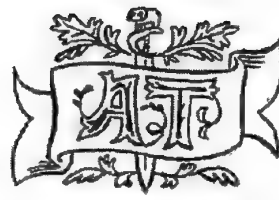
Timing:



EPISODE #

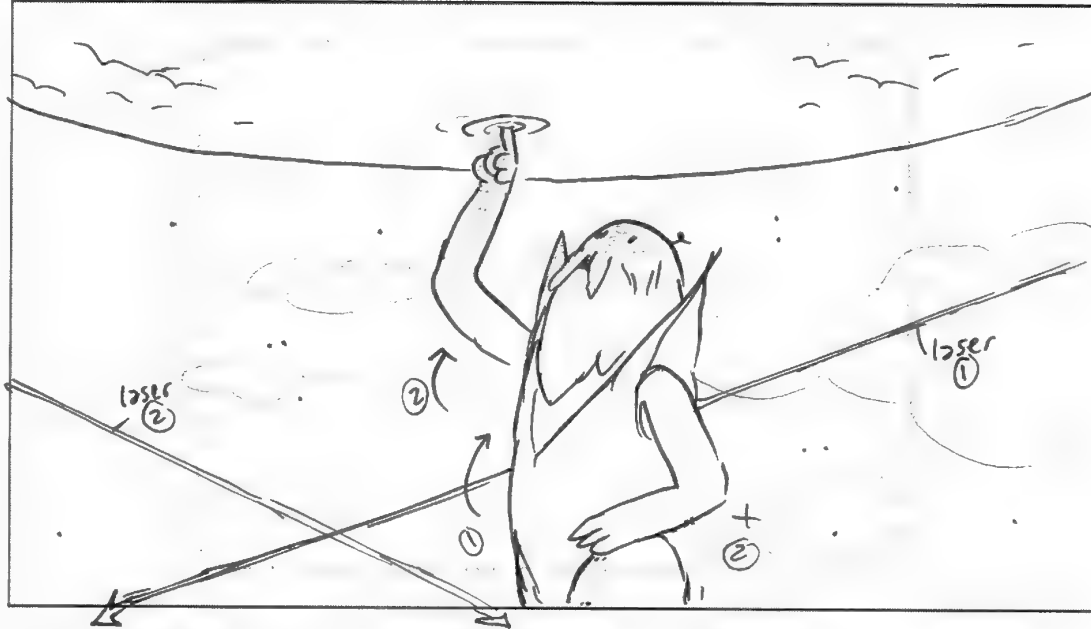
1025-163

ADVENTURE TIME

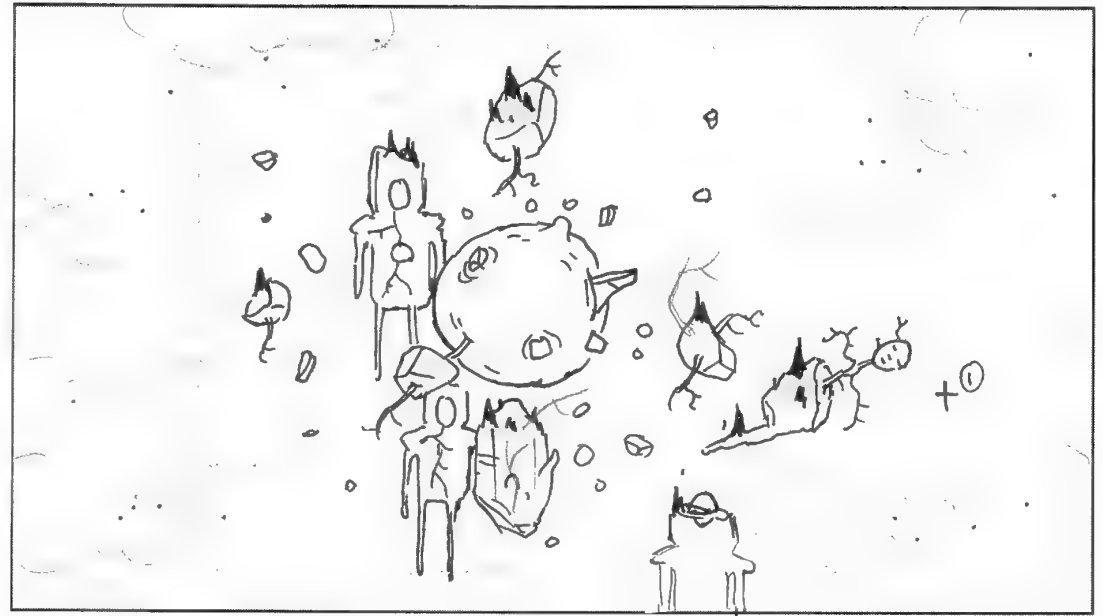


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Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night

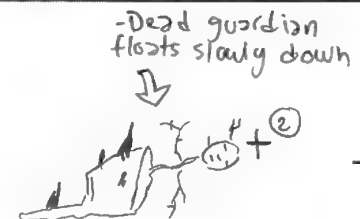
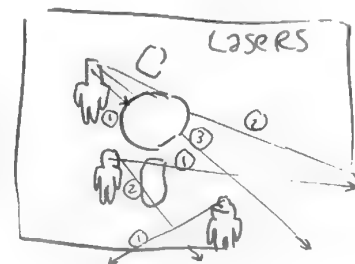


Dialog: (Dad) (thinking-to self) mm... it's all pooling in the center...
 (Finn) (OS) Hey, um... overlap

(F) (OS) I... I wanted to ask you something... →

Action:

Timing:



Production :

EPISODE #

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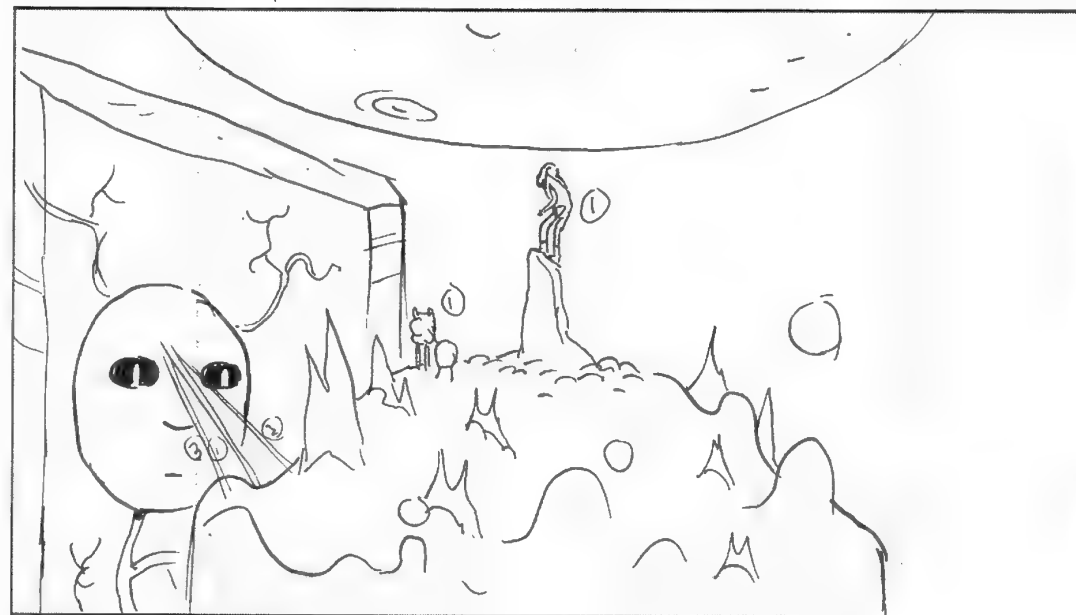
day night

Sc.

48

A

day night



(F)(1) I... well..
(DAD)(3) Hup!
(F)(2) Hey!

-Dad jumps into melted crystal sphere.

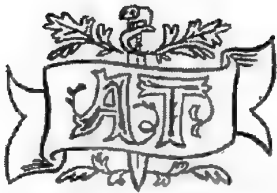
Timing:

Production :

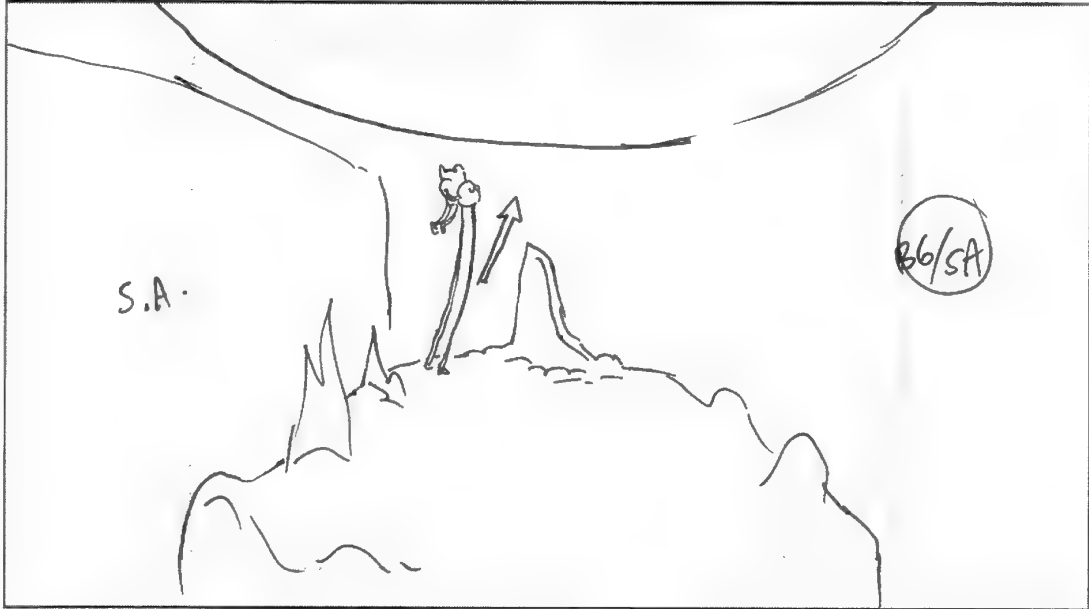
EPISODE #

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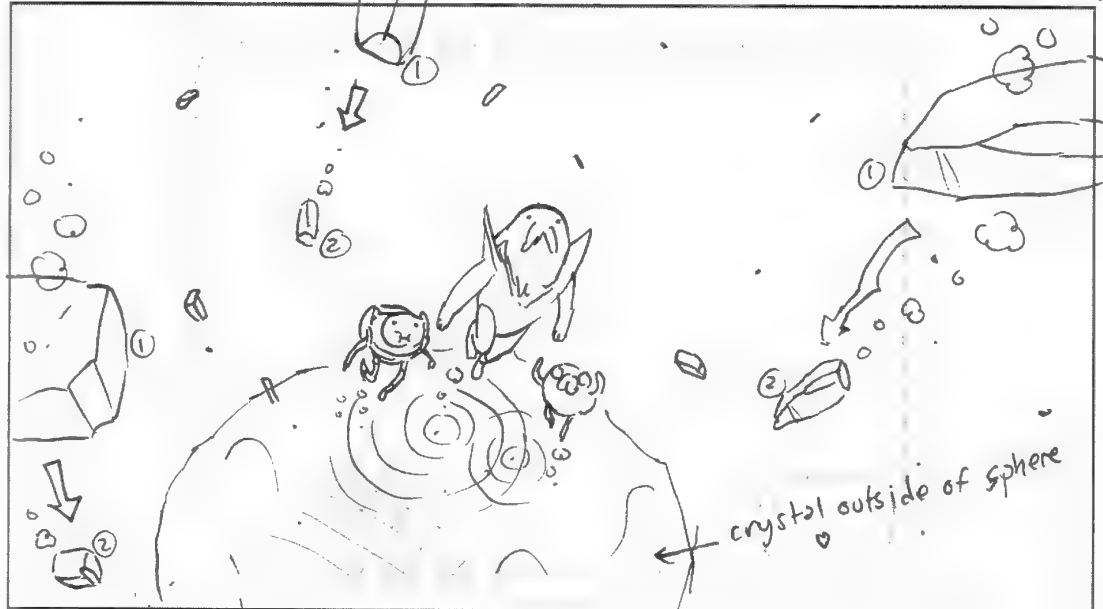
ADVENTURE TIME



Sc. 48 Pnl. B Bg. day night




Sc. 49 Pnl. A Bg. day night



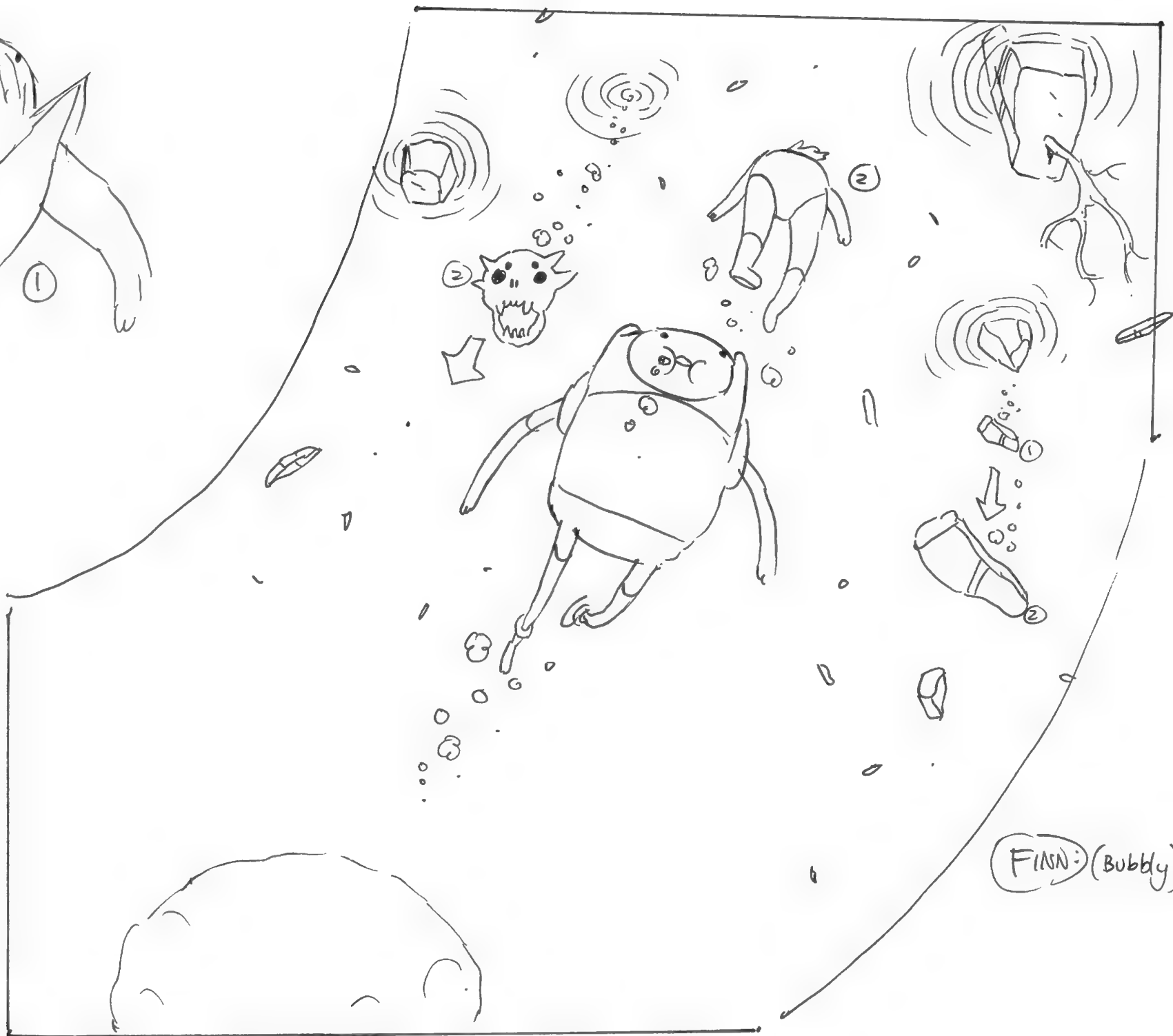
Dialog: (F:) wait up!

Action: - chunks of crystal float slowly down through melted crystal sphere, trailing bubbles.

Timing: 

EPISODE # 1025-163

Production :



Pg. 52

Sc. 49

PNL. B

BG.

1025-163

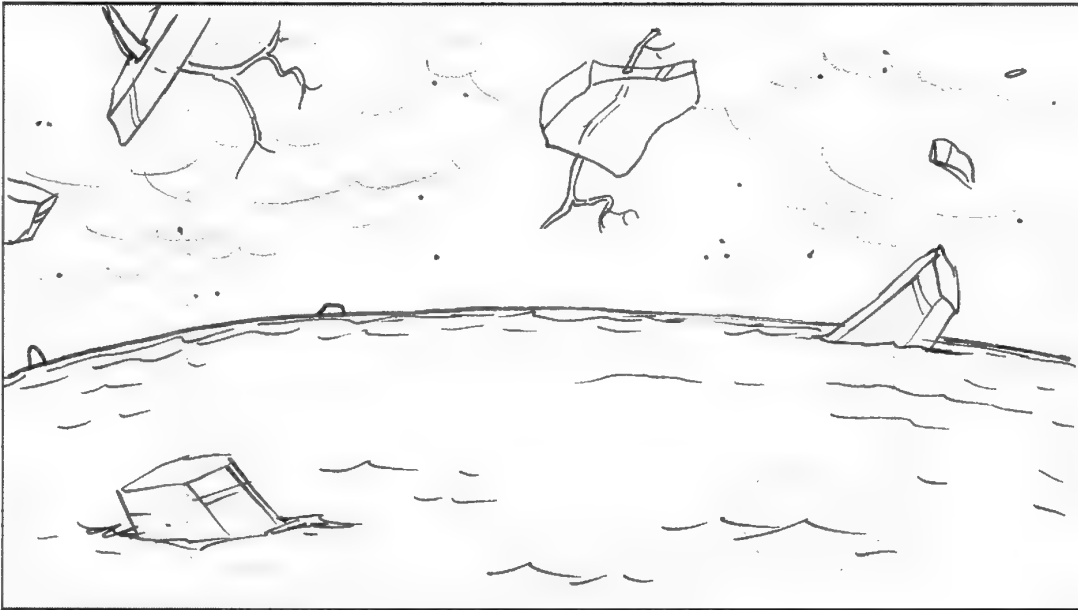
(FINN): (Buddy): Dad wait!

ADVENTURE TIME



Sc. 49 Pnl. C Bg. day night

Sc. 50 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-163

Production :

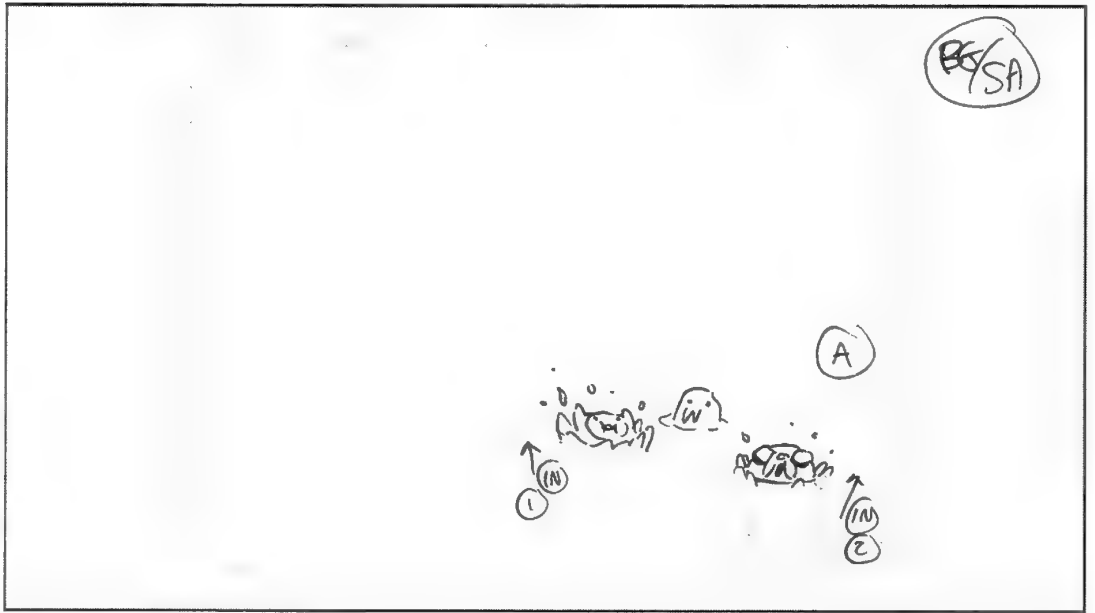
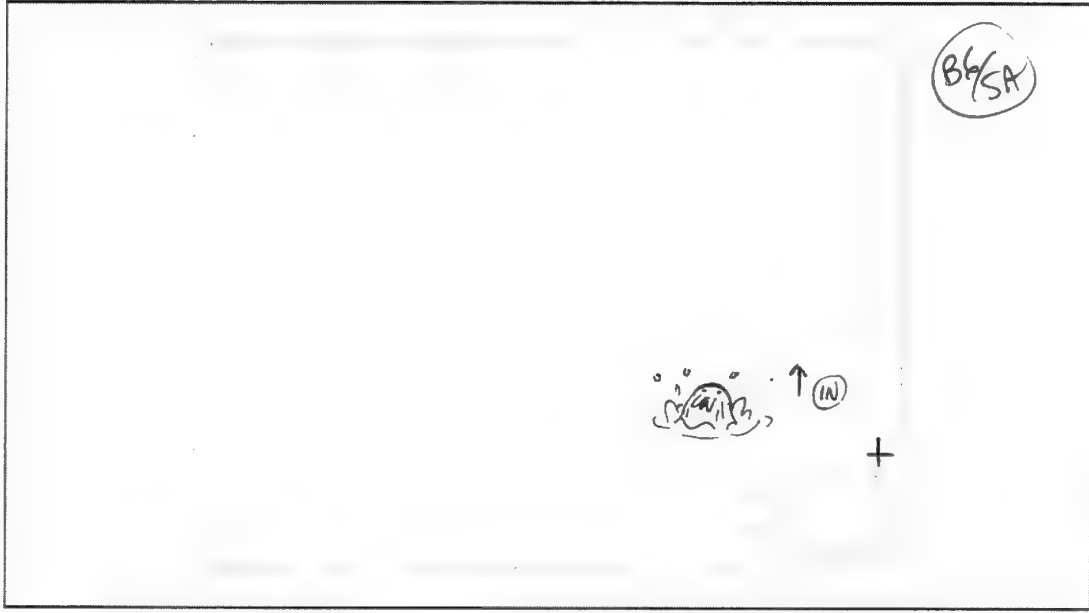
ADVENTURE TIME




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Sc. 50 Pnl. B Bg. day night

Sc. 50 Pnl. C Bg. day night



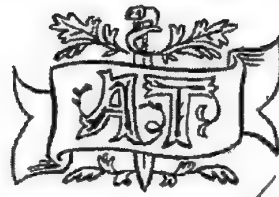
Dialog:	<p><u>DAD</u> (1) * GASP * (2) * panting *</p>	<p><u>FINN</u> (1) * GASP * <u>JAKE</u> (1) * GASP *</p>
Action:	<p></p>	
Timing:		

EPISODE #

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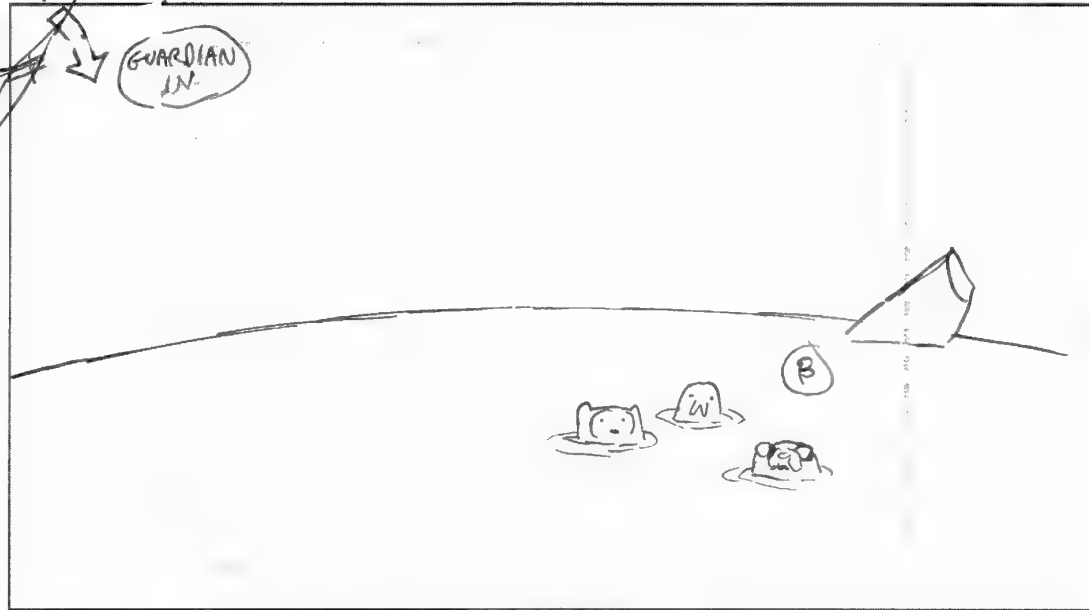
Production :

ADVENTURE TIME

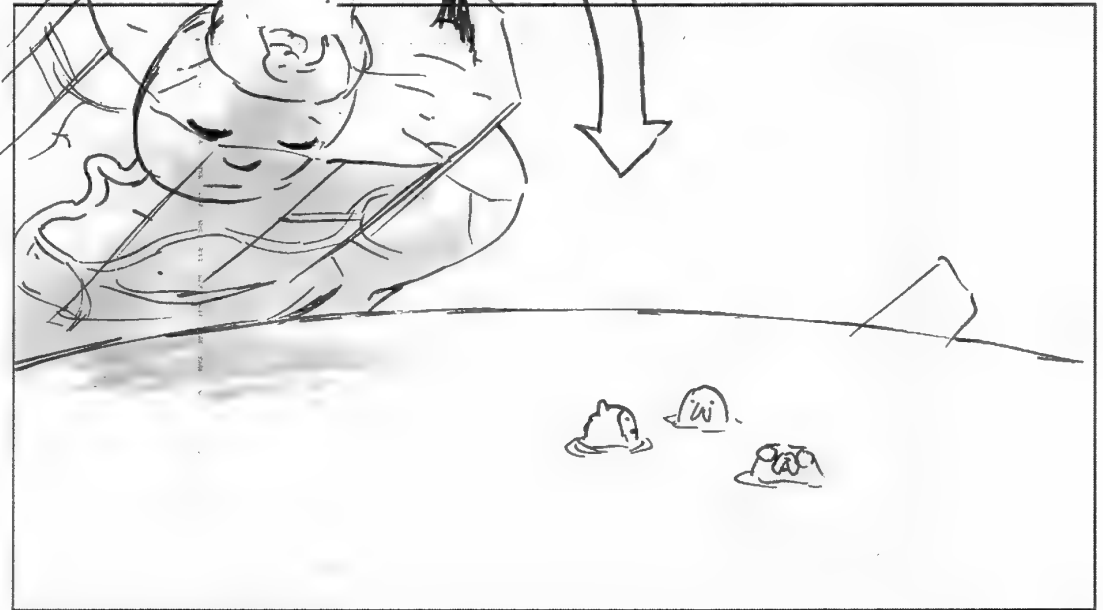


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Sc. 50 Pnl. D Bg. day night



Sc. 50 Pnl. E Bg. day night



Dialog: (ALL): * panting *

(E): Dad, I wanted to ask you why -- (interrupted)

Action:



- GUARDIAN Falls in VERY SLOWLY (he's huge and far away)

Timing:

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EPISODE #

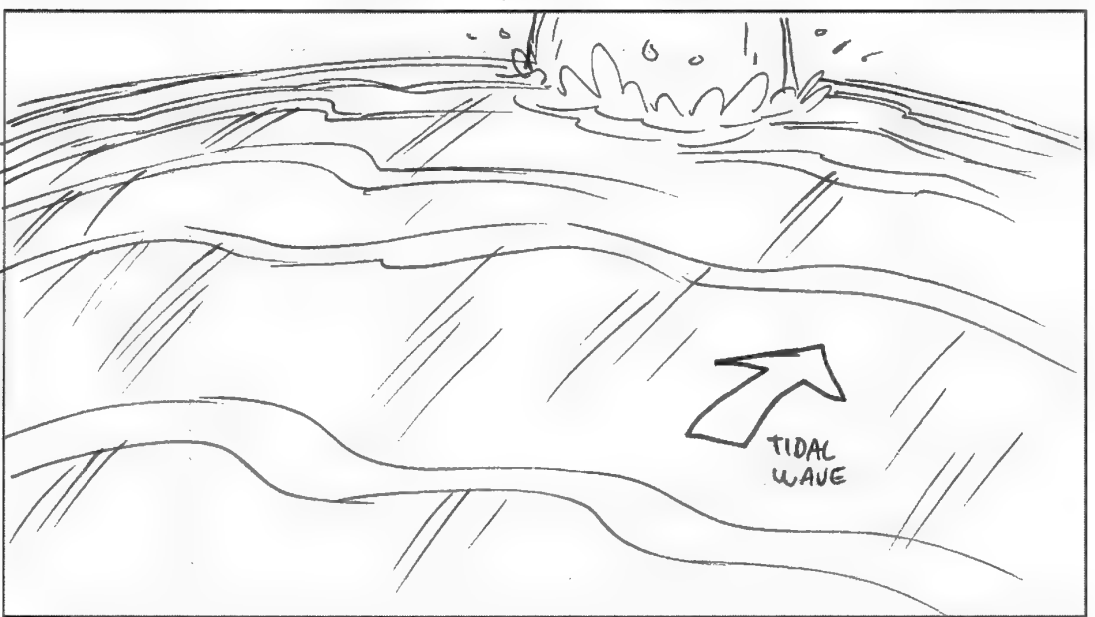
Production :

ADVENTURE TIME



Sc. 50 Pnl. F Bg. day night

Sc. 51 Pnl. A Bg. day night



Dialog:
Action: -Tidal wave washes characters offscreen.
Timing:

EPISODE # 1025-163
Production :

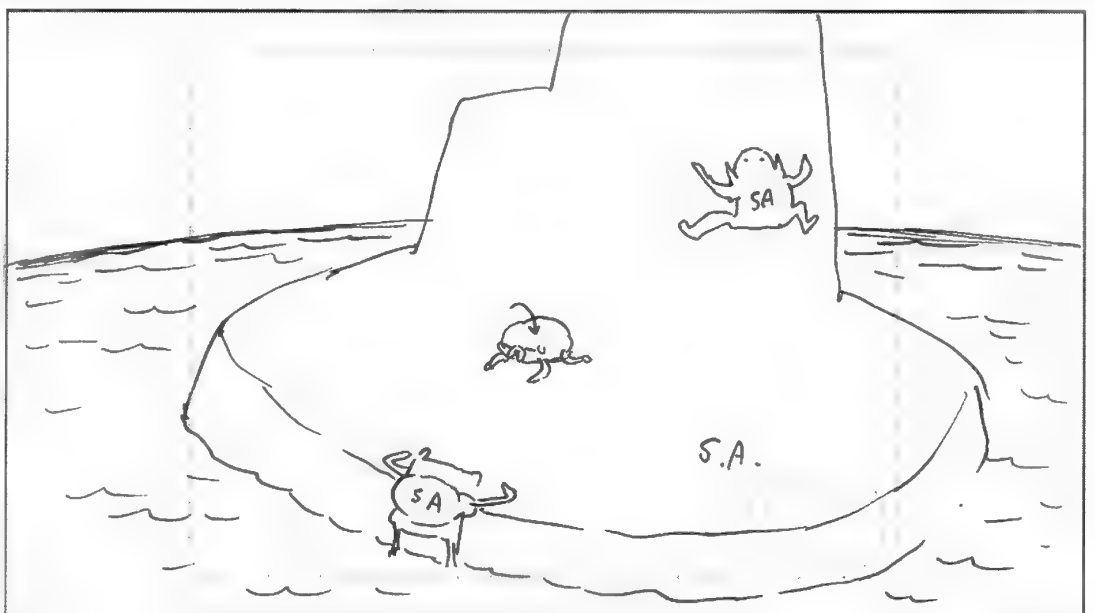
ADVENTURE TIME



Sc. 51 Pnl. B Bg. day night



Sc. 51 Pnl. C Bg. day night



Dialog:

(ALL) * panting *

Action: -incoming wave lowers and calms

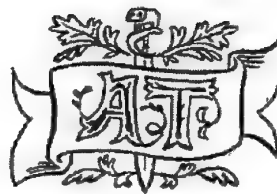
Timing:

Production :

EPISODE #

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ADVENTURE TIME



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Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:	<p>(J) *coughing up water*</p> <p>(J) ① ugh h...</p> <p>② AH!</p>
Action:	<p>- Jake coughs up water</p>
Timing:	

EPISODE #

1025-163

Production :

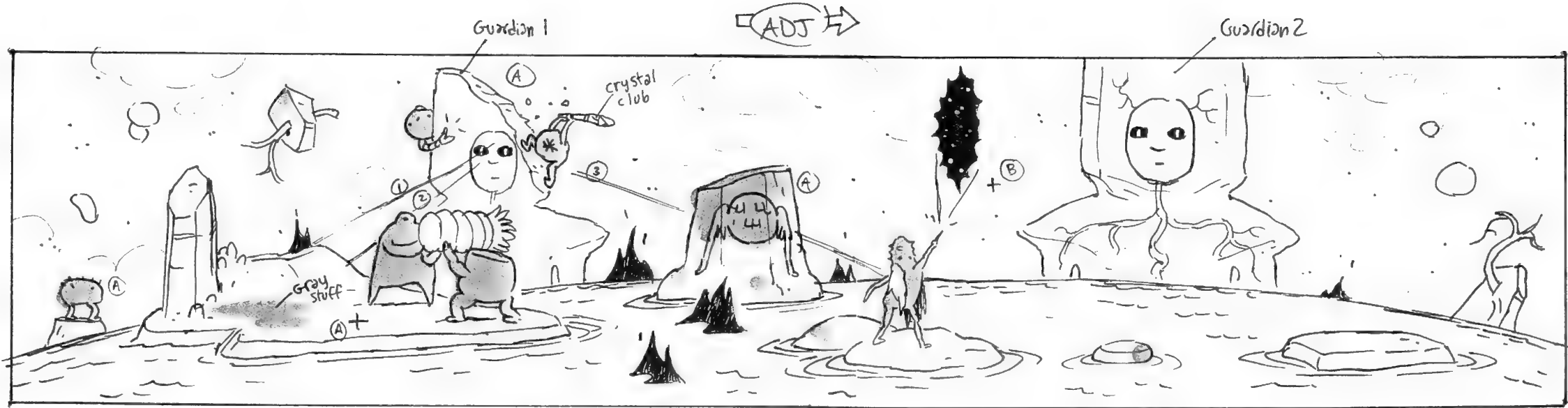
ADJ

Pg. 59

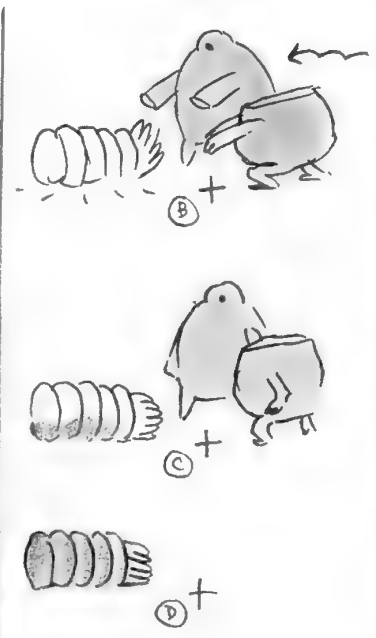
Sc. 53

Plt. A

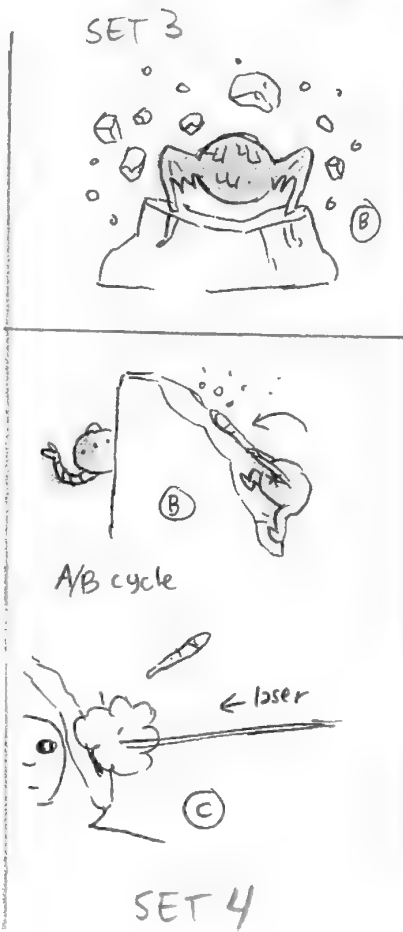
Bq. _____



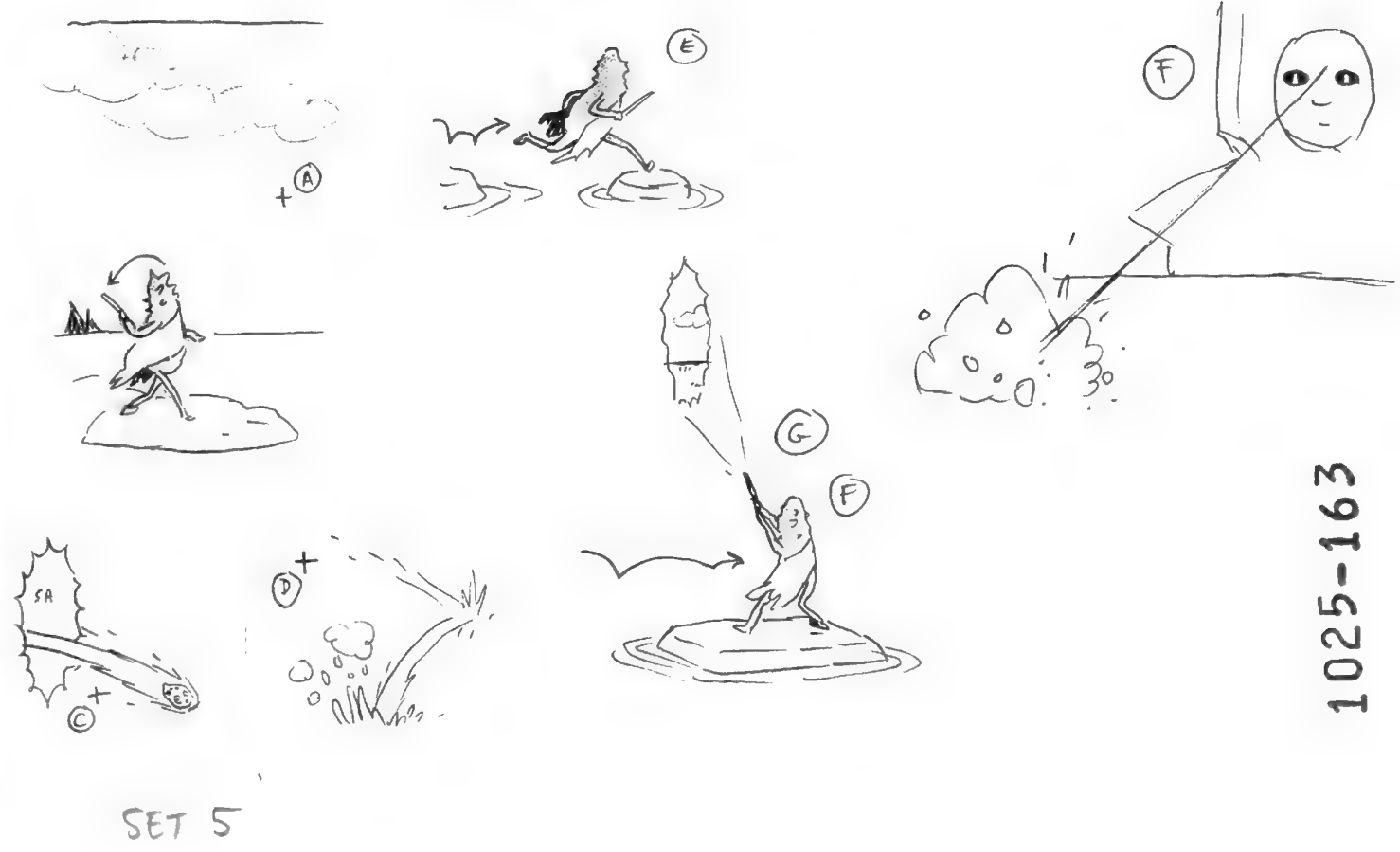
SET 1



SET 2



SET 4



SET 5

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SET 1

Alien (P) is shot from off-screen by a Laser fired by Guardian 1, exploding in a cloud of smoke.

SET 2

Aliens (I) and (K) carry ~~some~~ Alien (M) to a puddle of Lich contagion. They throw him onto it, and he becomes contaminated.

SET 3

Alien (B) breaks out of his crystal.

SET 4

Aliens (N) and (Q) bang on Guardian 1's head in a cycle. (N) uses his tail, (Q) uses a crystal shard. Then (Q) is shot by a laser fired from offscreen by Guardian 2

SET 5

Alien (C) (Void-Caster) casts a void (a portal to outer space) from which an asteroid emerges and bounces off Guardian 2 into the melted crystal ocean. Guardian 2 fires a laser at the island Alien (C) is standing on, as Alien (C) jumps over to a new island. He then casts a second void.

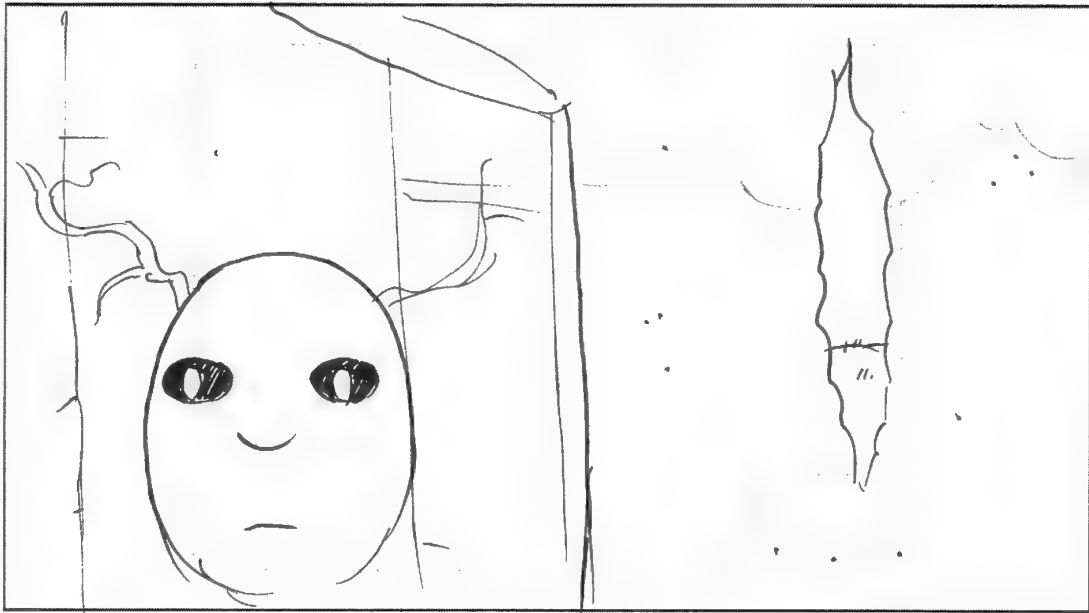
PG. 59A
SC. 53
Pnl. X
Bg. X

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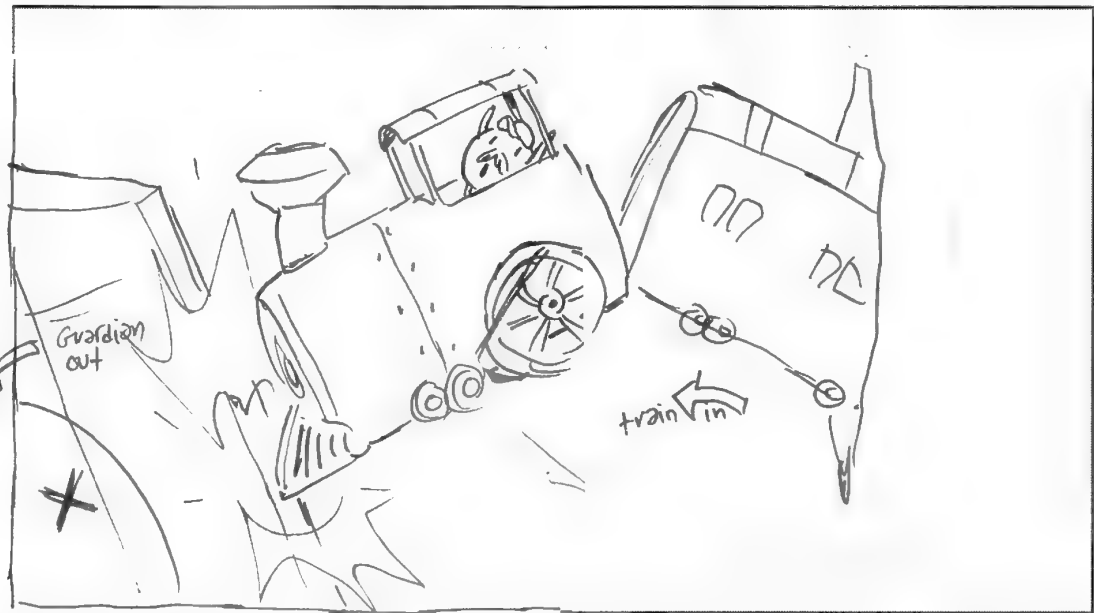
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:

Action:

Timing:

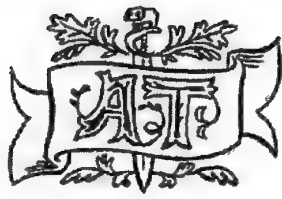


EPISODE #

1025-163

Production :

ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night



<p>Dialog:</p> <p><u>VOID CASTER:</u> # 4 5 4 4 4 !!!</p> <p>Phoetic: Gree nah gah bah ga da da Brahda da !</p>		<p><u>V.C.</u> * BOISTEROUS ALIEN LAUGHTER *</p> <p>Phoetic: GRA GRA GRA GRA GRA !</p>
<p>Action:</p> <p>A B A . B</p> <p>(spikes squirm around while he talks)</p>	<p>spikes vibrate faster while laughing. Almost strobing</p>	
<p>Timing:</p>		



EPISODE # 1025-163

Production :

ADVENTURE TIME

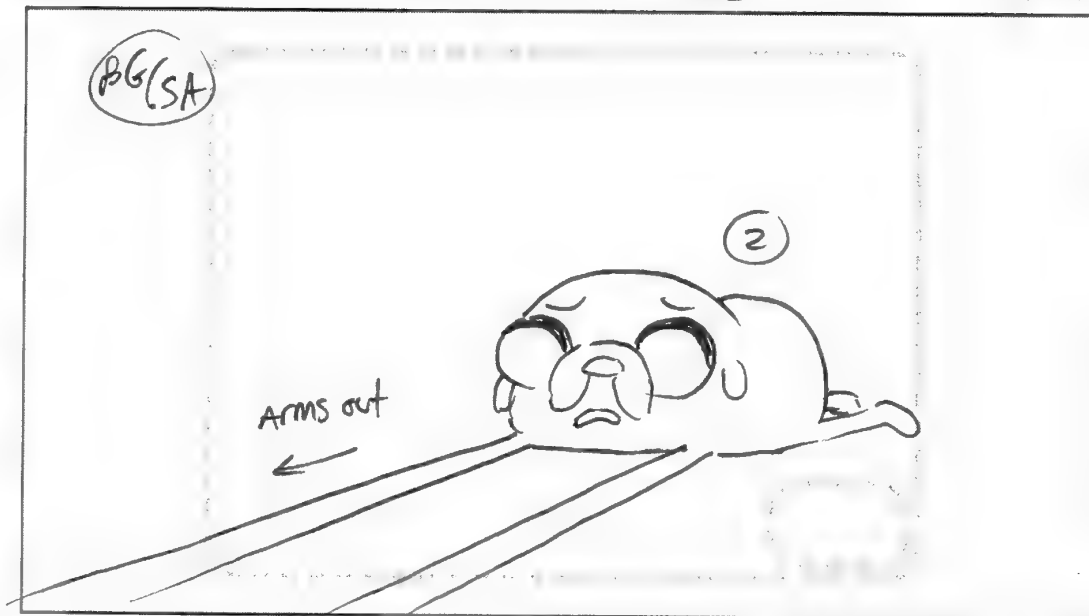


Page 62

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog: (J:) Finn I know we normally come out of these things okay, → but I got a bad feeling about this...

Action:

Timing:

EPISODE #

1025-163

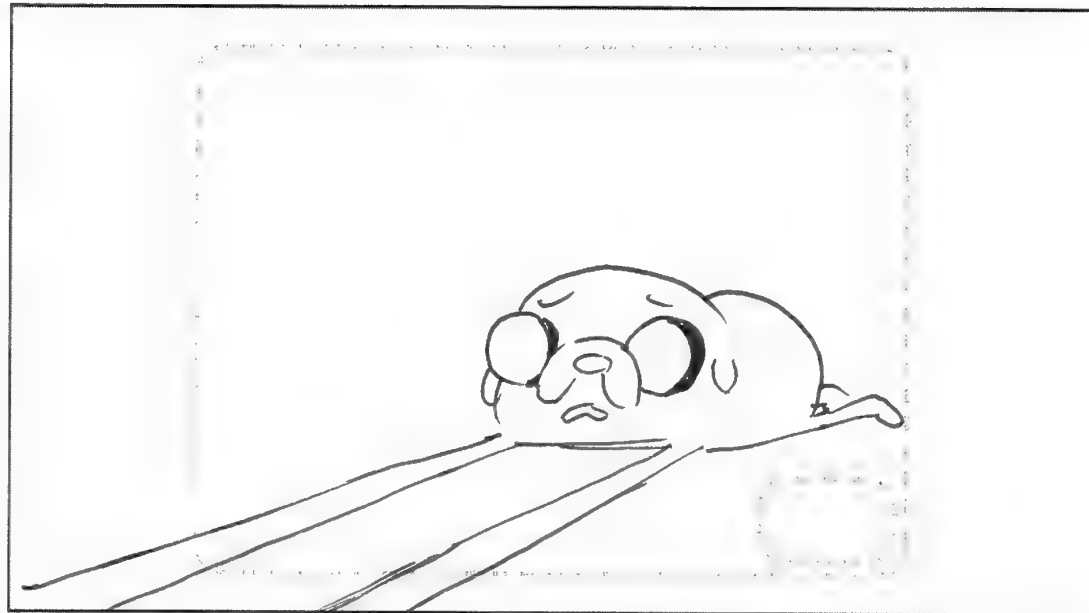
Production :

ADVENTURE TIME

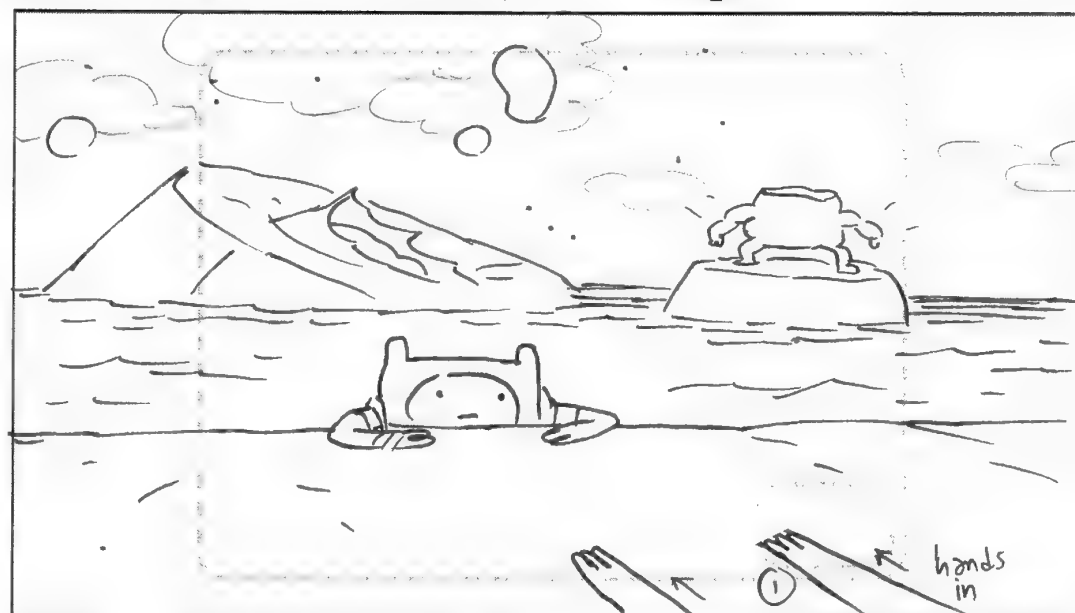


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Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night

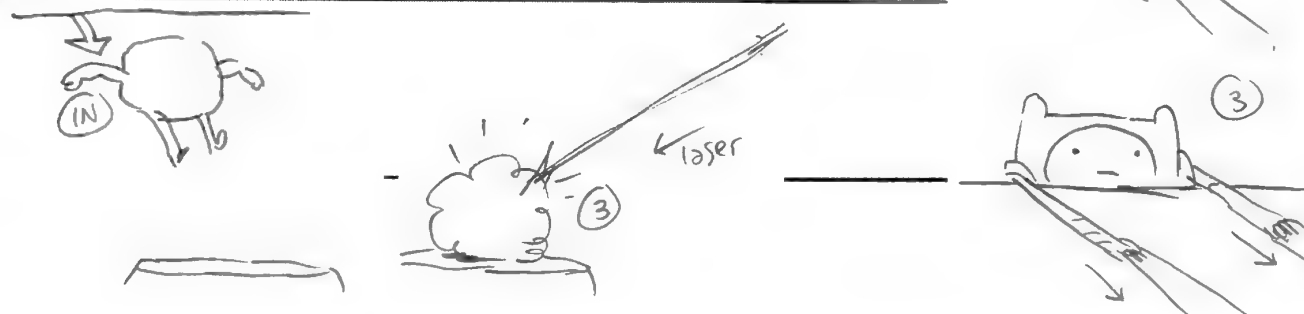


Dialog: (J.) → just promise me - if both my eyes get fried off,

(J) OS (cont.) → you'll fry yours off too.

Action:

Timing:

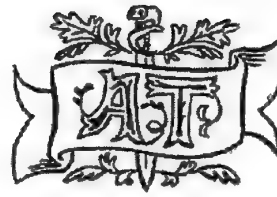


EPISODE #

1025-163

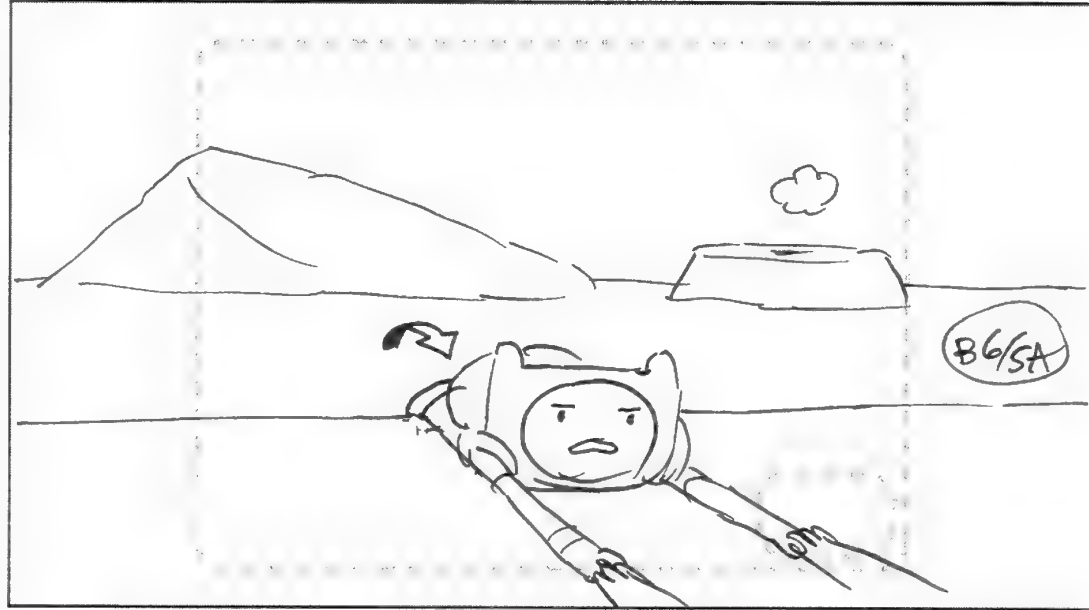
Production :

ADVENTURE TIME

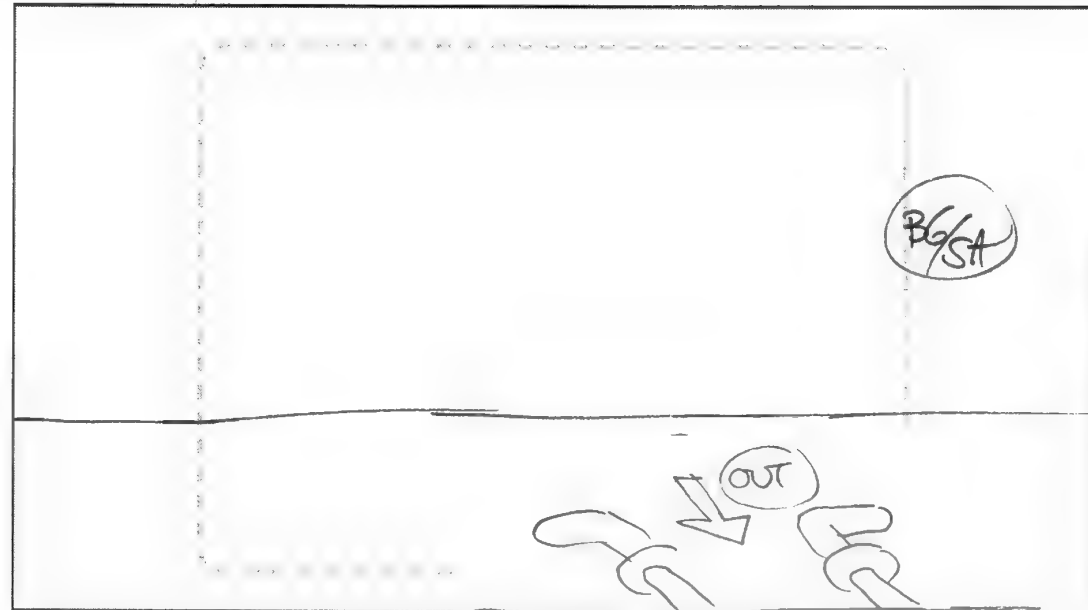


Page 64

Sc. 57 Pnl. B Bg. day night



Sc. 57 Pnl. C Bg. day night



Dialog:

(F:) What? No.

(J:) (sad) aw...
(65)

Action:

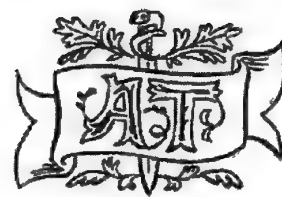
Timing:

EPISODE #

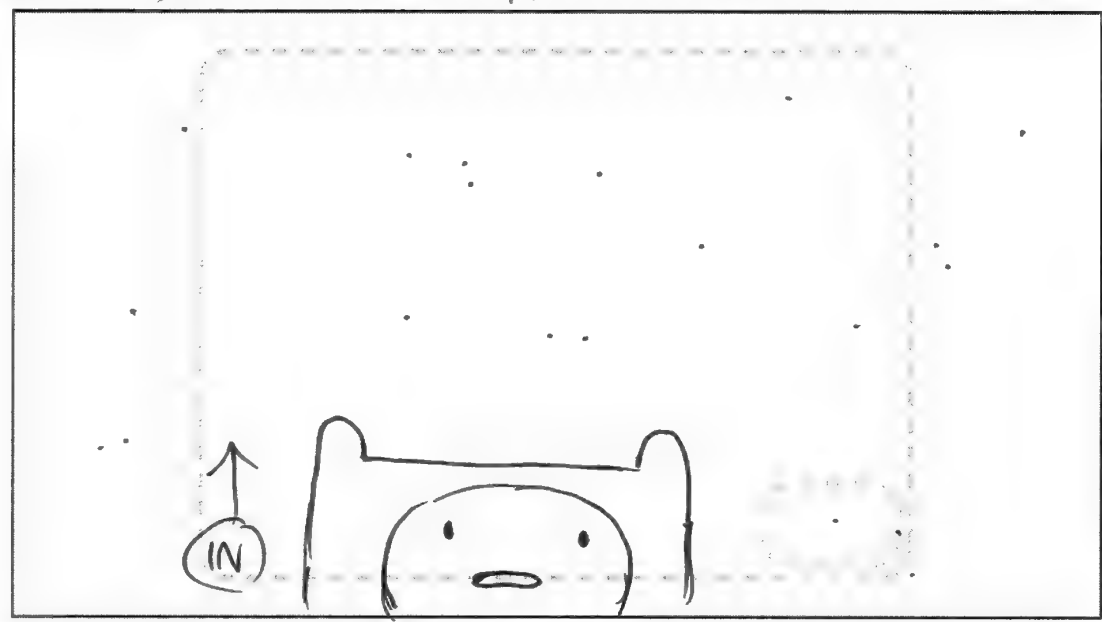
1025-163

Production :

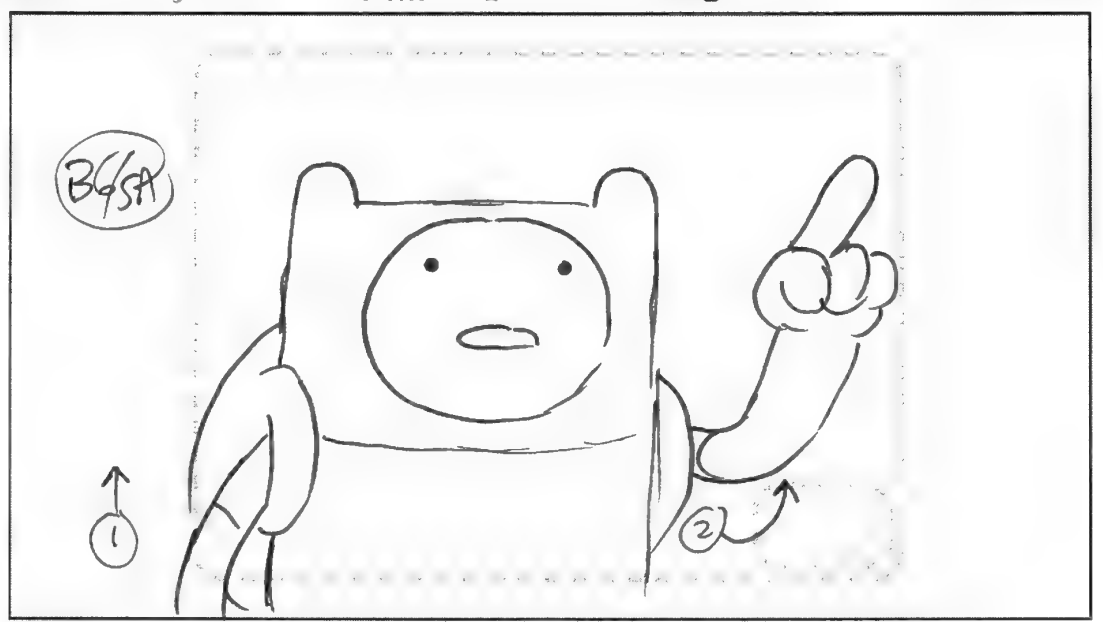
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 58 Pnl. B Bg. day night



Dialog:	(F:) Lissen you don't gotta worry about 2 thing Jake ol' pal (2) we just need to defeat those →
Action:	
Timing:	

EPISODE #

1025-163

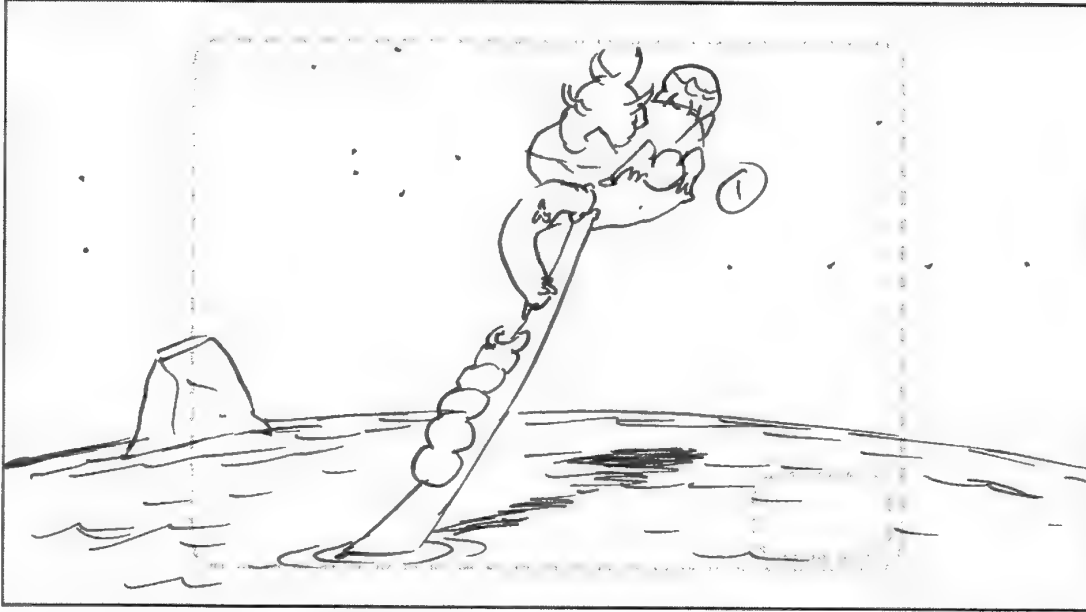
Production :

ADVENTURE TIME

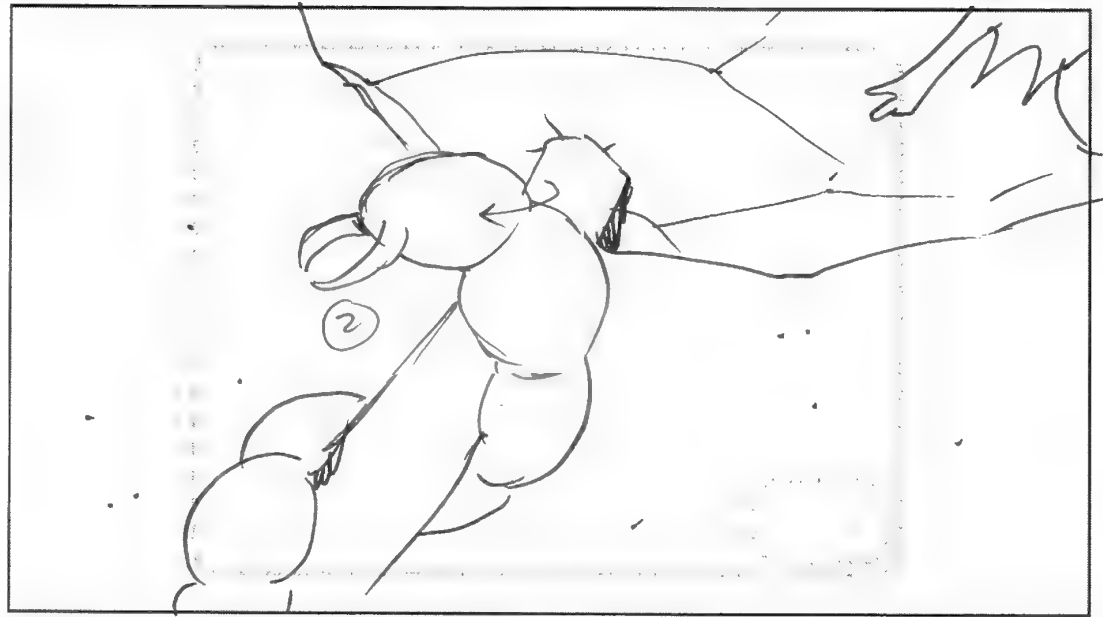


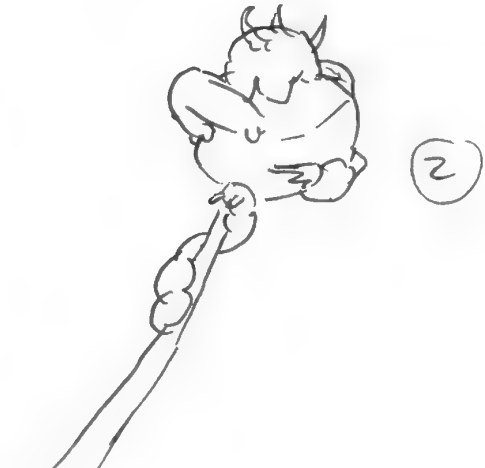


Page 65A

Sc. 59 Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night

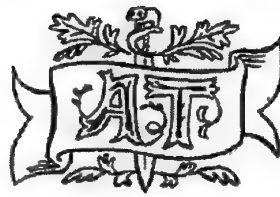


Dialog:	(F) (CS) → (cont) → five space villains, hijack the shard they're hijacking.	
Action:		
Timing:		

EPISODE # **1025-163**

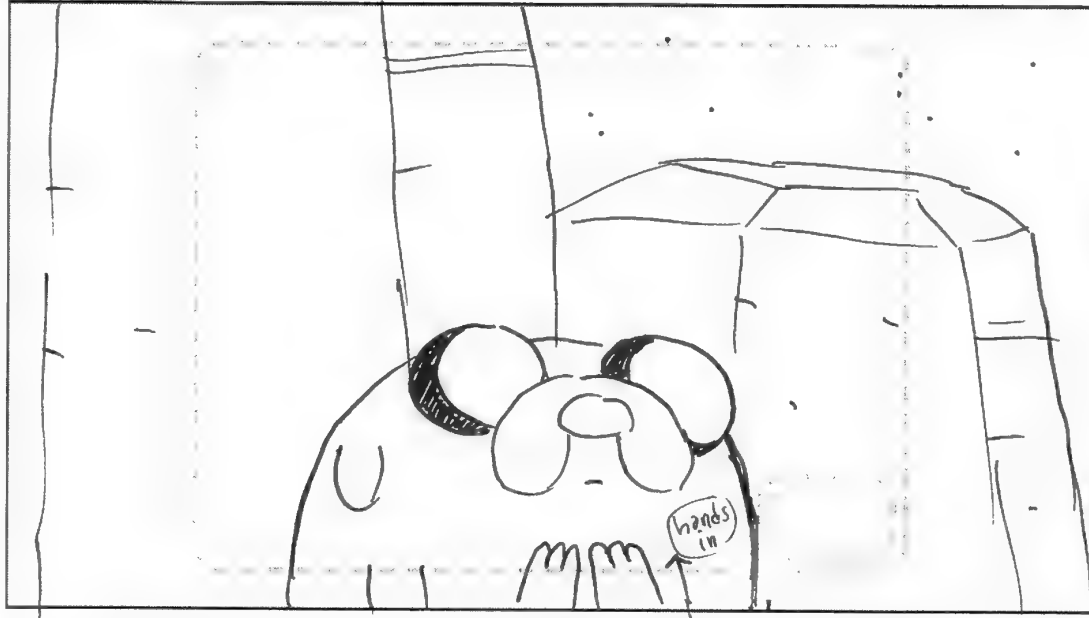
Production :

ADVENTURE TIME

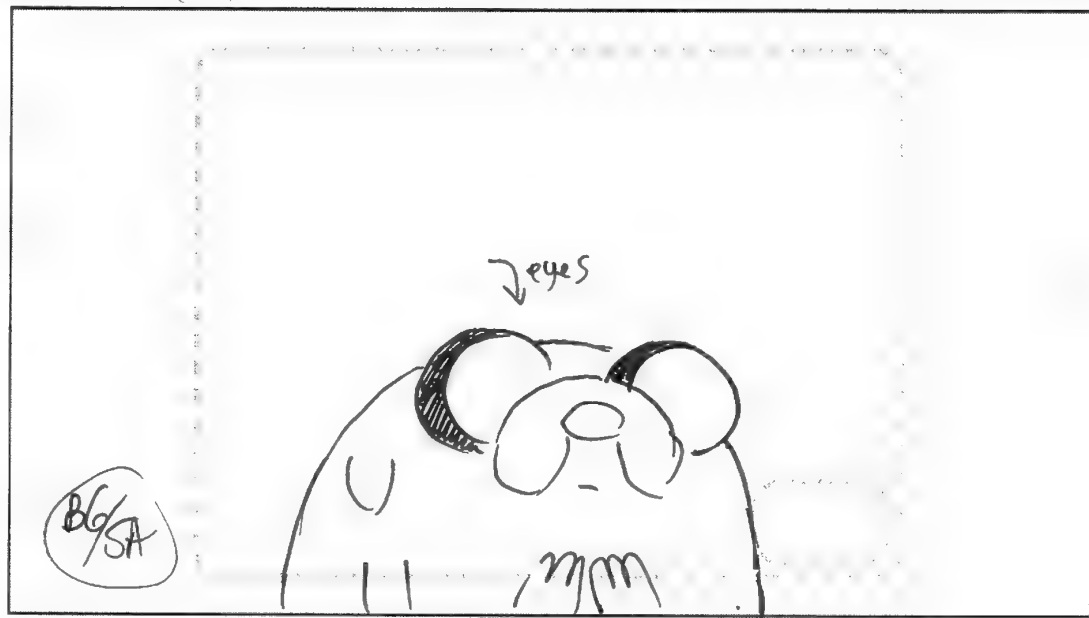


Page 66

Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog:

(F) (OS) (cont) → and sail it home
to safety. Easy peasy.

(DAD) (OS) → yeah Jake,
smarten up -

Action:

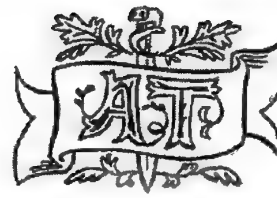
Timing:

EPISODE #

1025-163

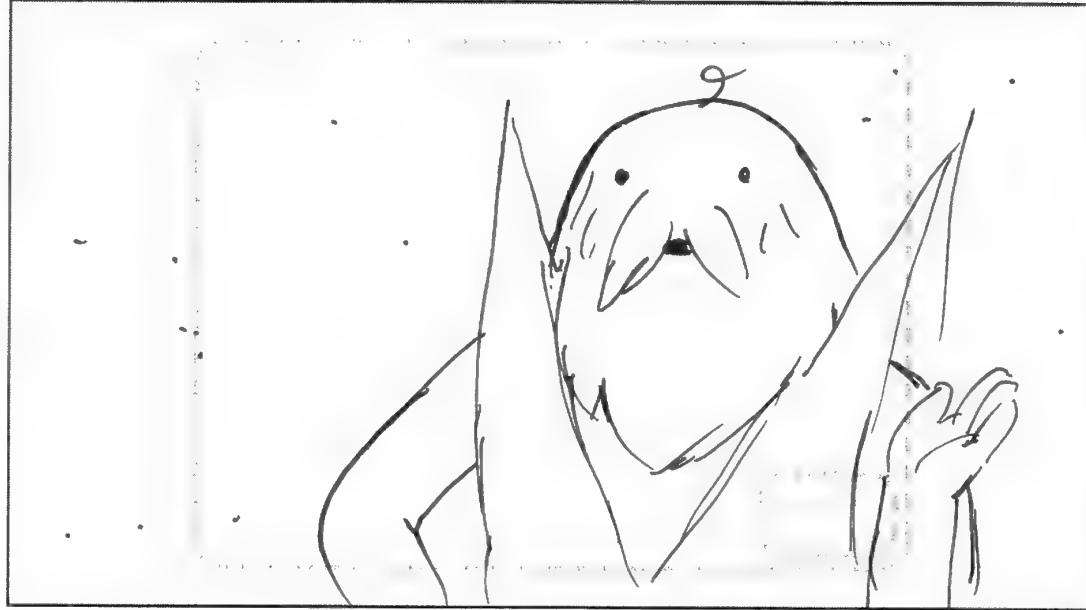
Production :

ADVENTURE TIME

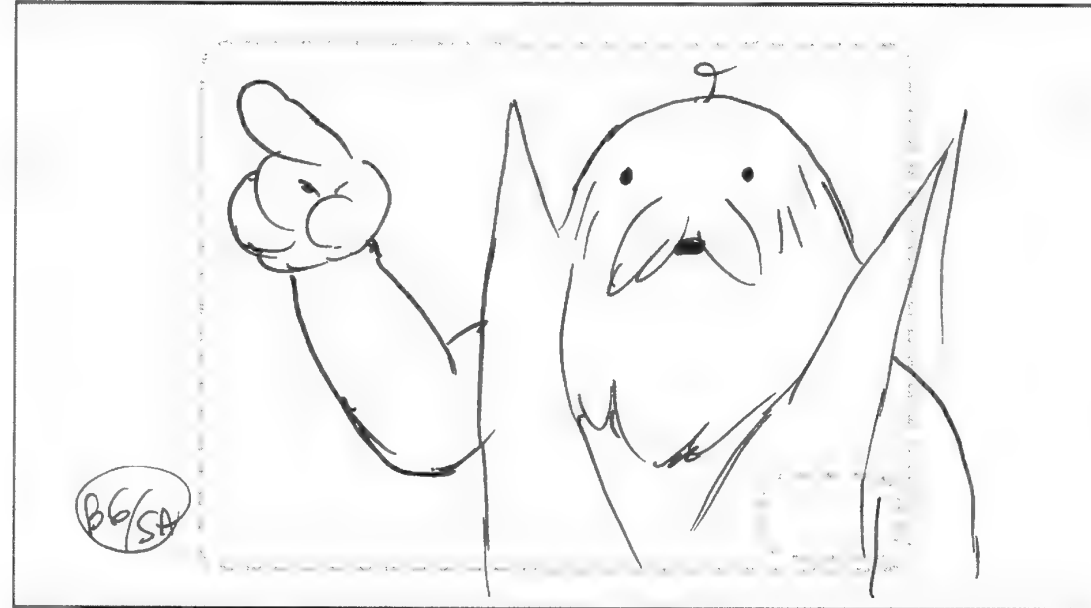


Page 67

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:

DAD: → as soon as the last guardian dies, the fighting stops. →

See, he's →

Action:

Timing:

EPISODE #

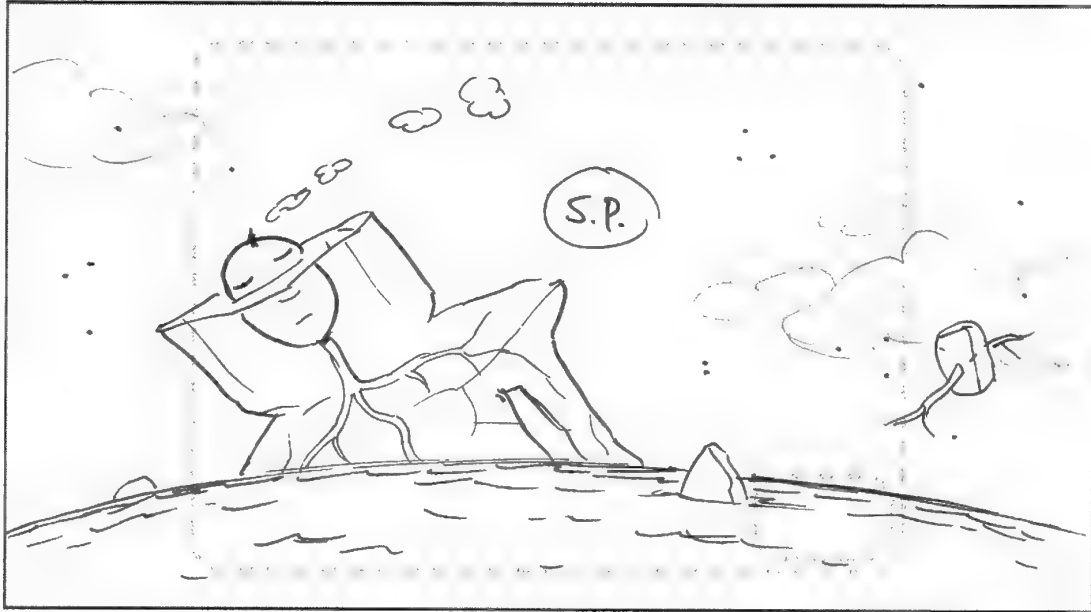
1025-163

Production :

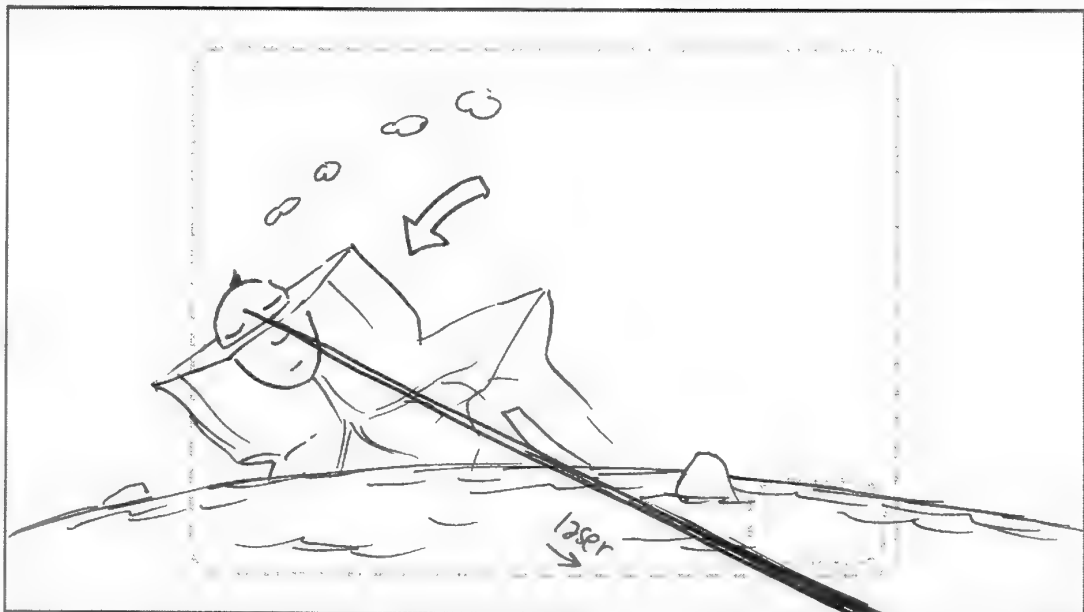
ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

DAD(OS)(cont) → bit'n' the dust right now.

Action:

- Guardian falls VERY slowly - almost floating.
- Shoots laser offscreen

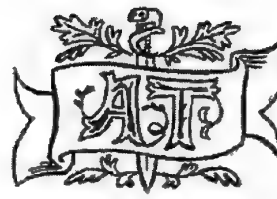
Timing:

EPISODE #

1025-163

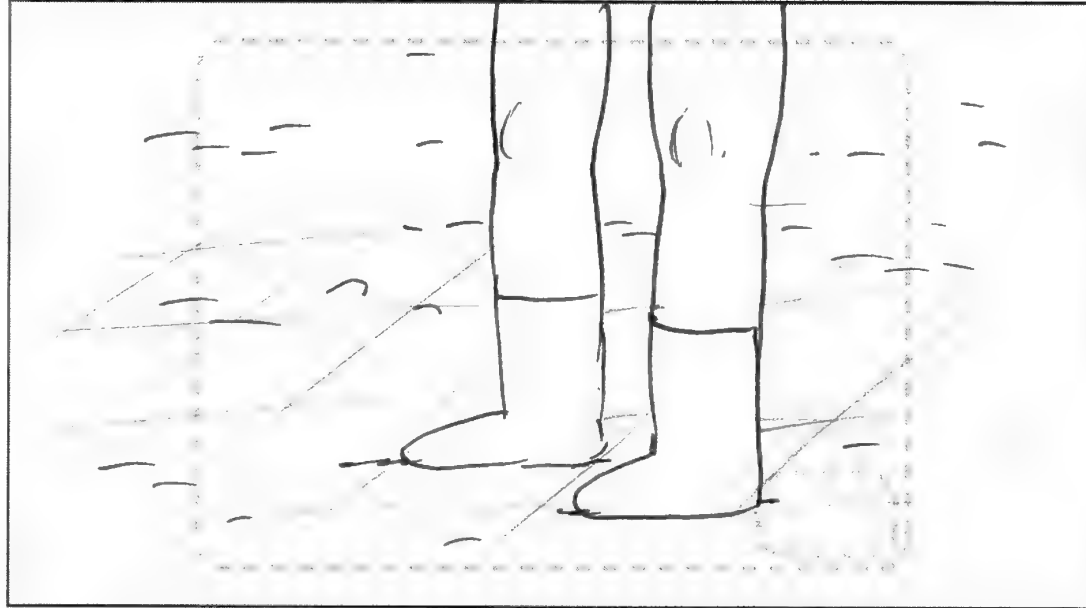
Production :

ADVENTURE TIME

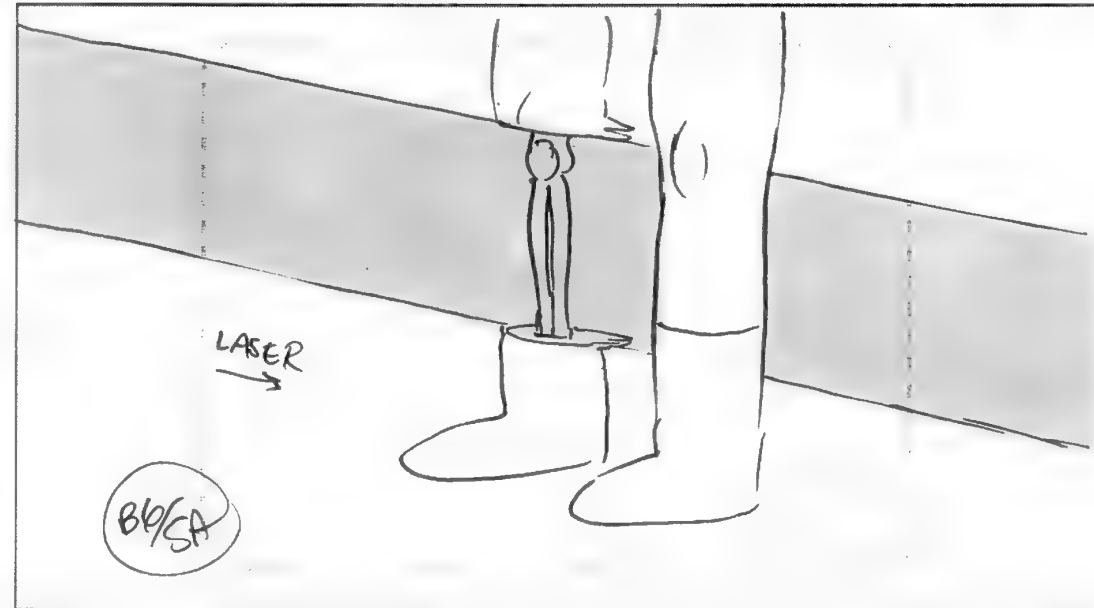


Page 69

Sc. 64 Pnl. A Bg. day night



Sc. 64 Pnl. B Bg. day night



Dialog:

Action:

-Laser shoots the flesh from dad's leg

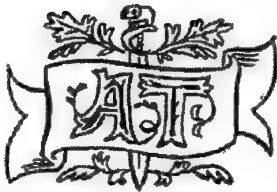
Timing:

EPISODE #

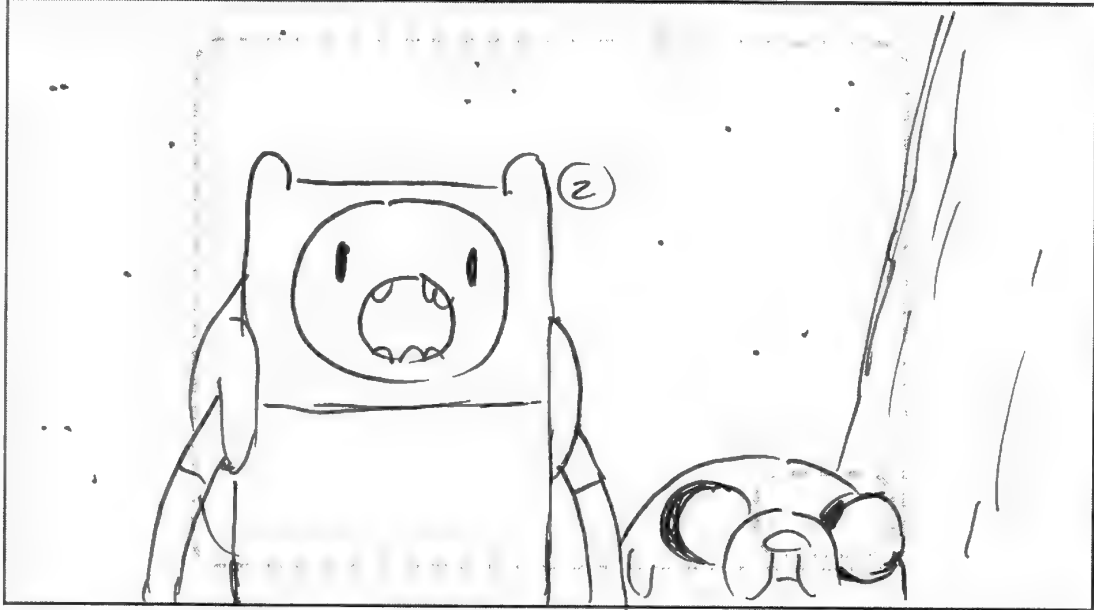
1025-163

Production :

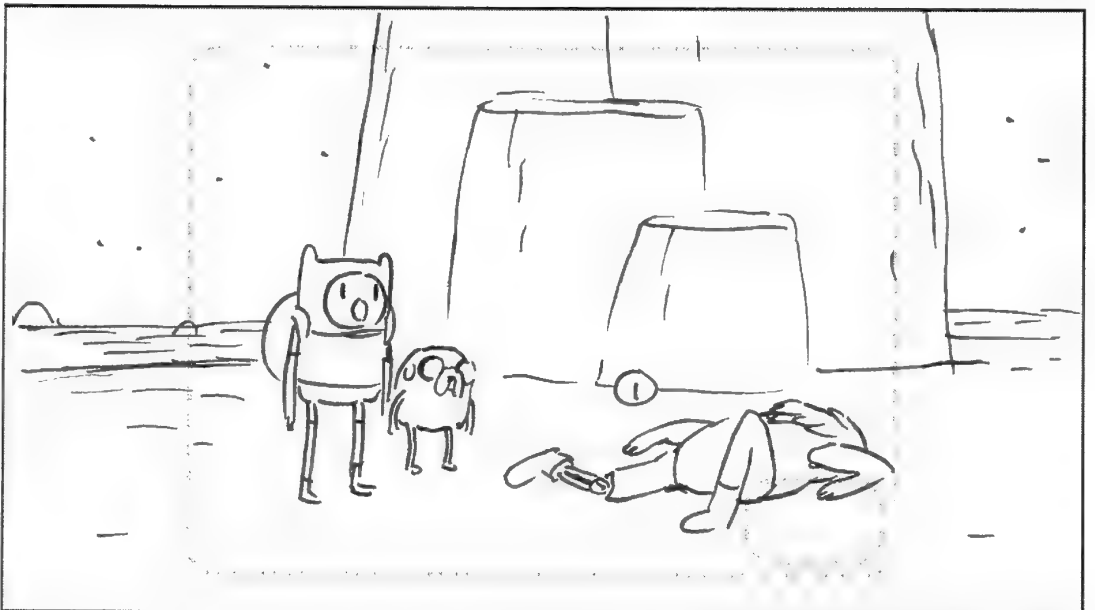
ADVENTURE TIME



Sc. 65 Pnl. A Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog: (F:) 0000000HH! UH-OH →
SFX: *Flump*
(DAD) (OS) *groaning* (PAD: *groaning*
(F)(cont.) → UhoHUhOHUHOHUhOH →

Action:

Timing:



EPISODE #

1025-163

Production :

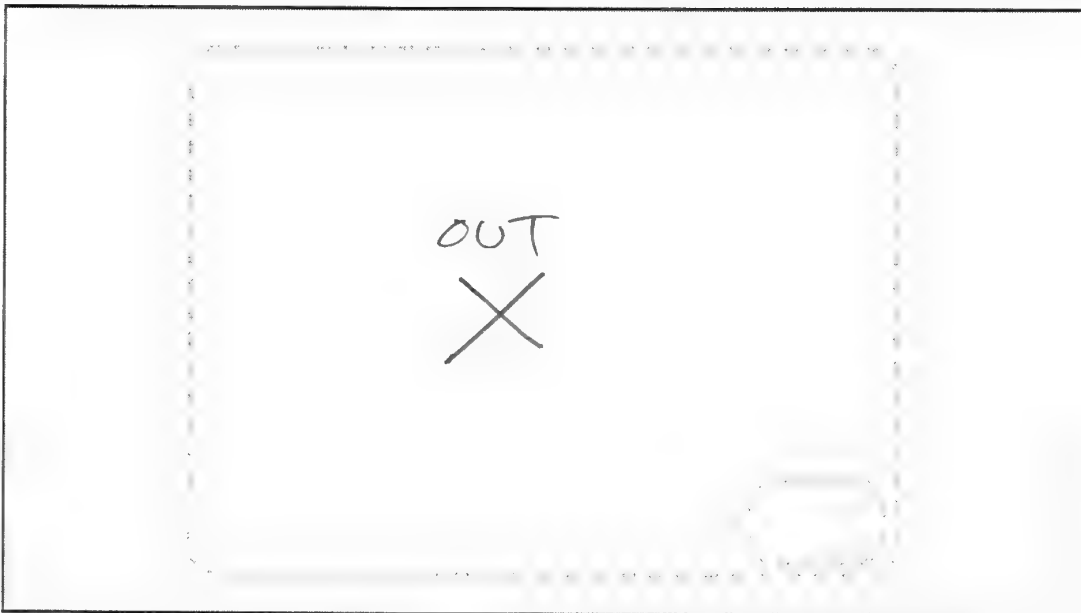
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(F)(GS)(cont) → UH OH UH OH UH OH →
(DAD): * groaning *
(JAKE): (2) * sigh *

Action:

Timing:



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Production :

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ADVENTURE TIME



Page _____

72

Sc. 68 Pnl. A Bg. day night



Sc. 68 Pnl. B Bg. day night



Dialog:

(D) GRRR -

Action:

(F) uhoh uhoh cehoh

Timing:

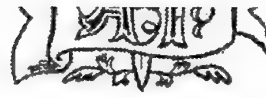
(D) → * panting *
it's okay
it's okay

EPISODE #

1025-163

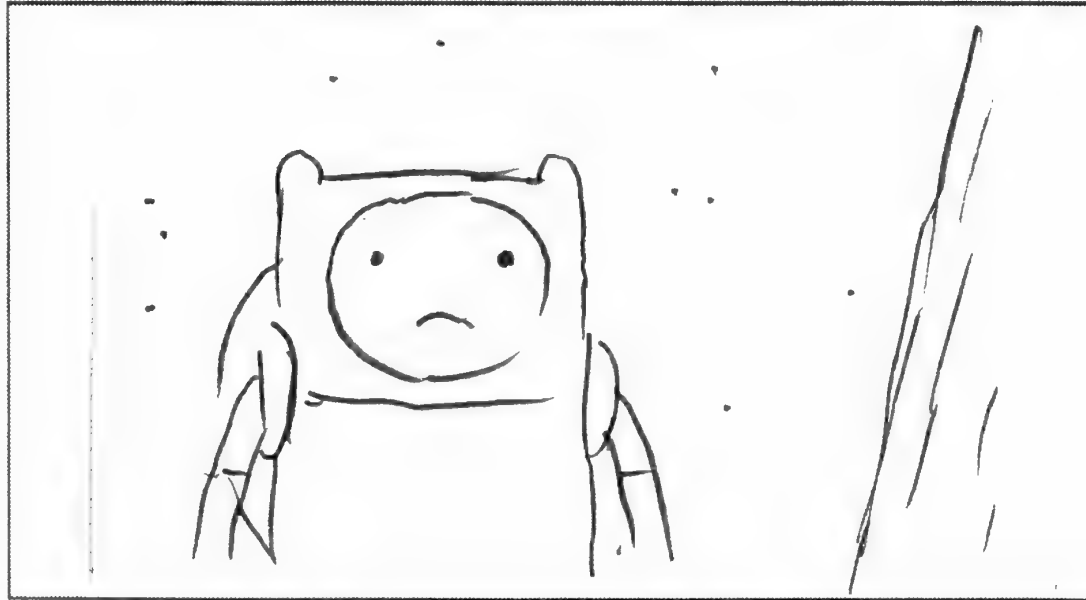
Production :

ADVENTURE TIME



Page 73

Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

ⓕ uhohah - -

Action:

BEAT

Timing:

ⓓ: You just gotta
fetch me a gob
o' that guardian
blood, son -

EPISODE #

1025-163

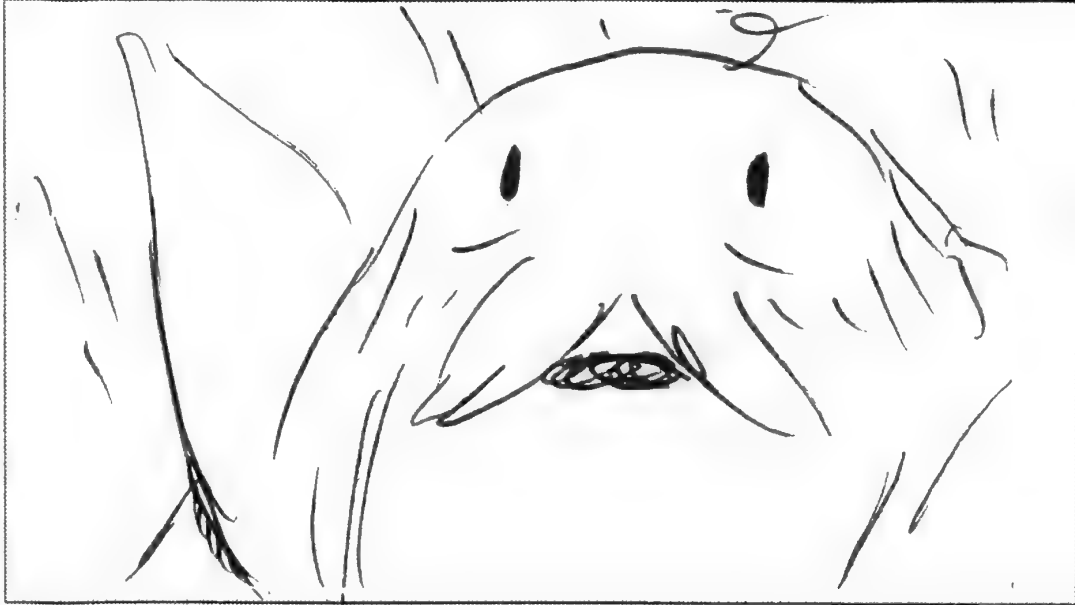
Production :

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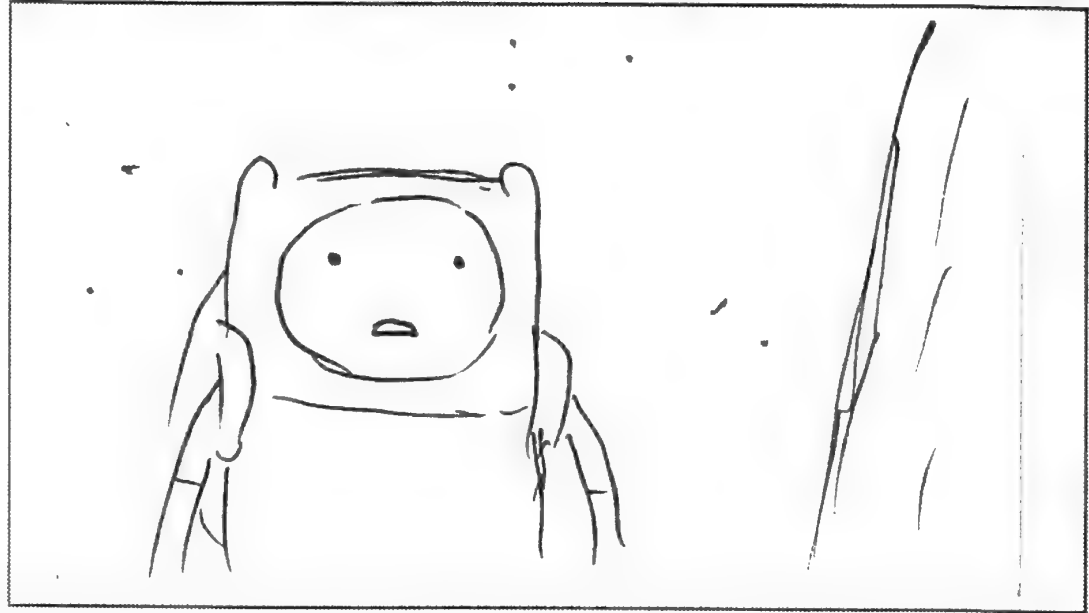
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

D it's got that
good-nooch
that keeps us
young in the
crystal.

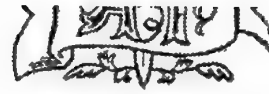
Action:

Timing:

F nooch?

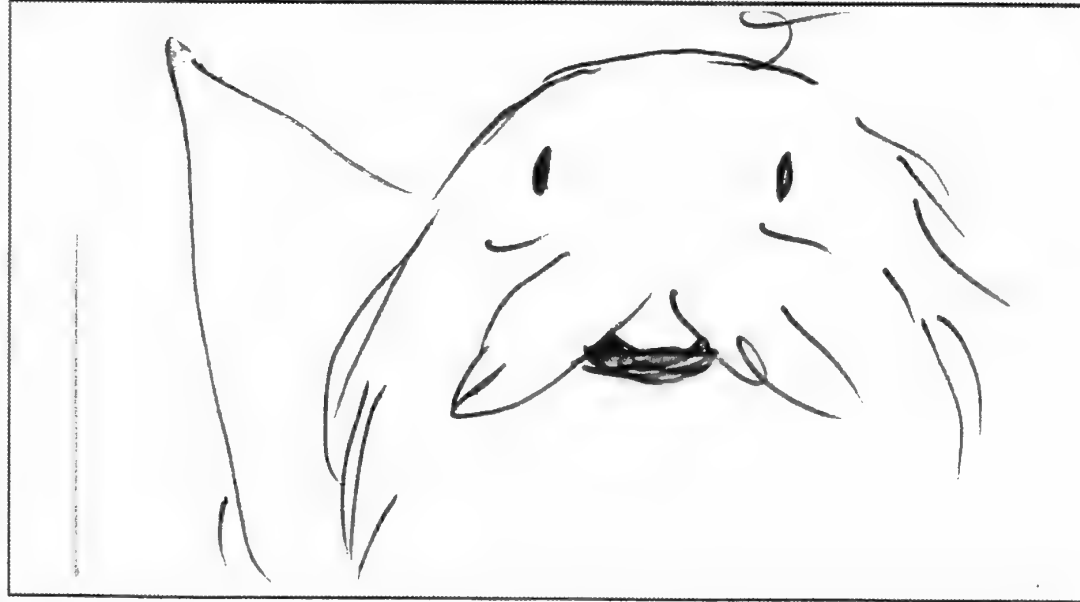
EPISODE # 1025-163
Production :

ADVENTURE TIME

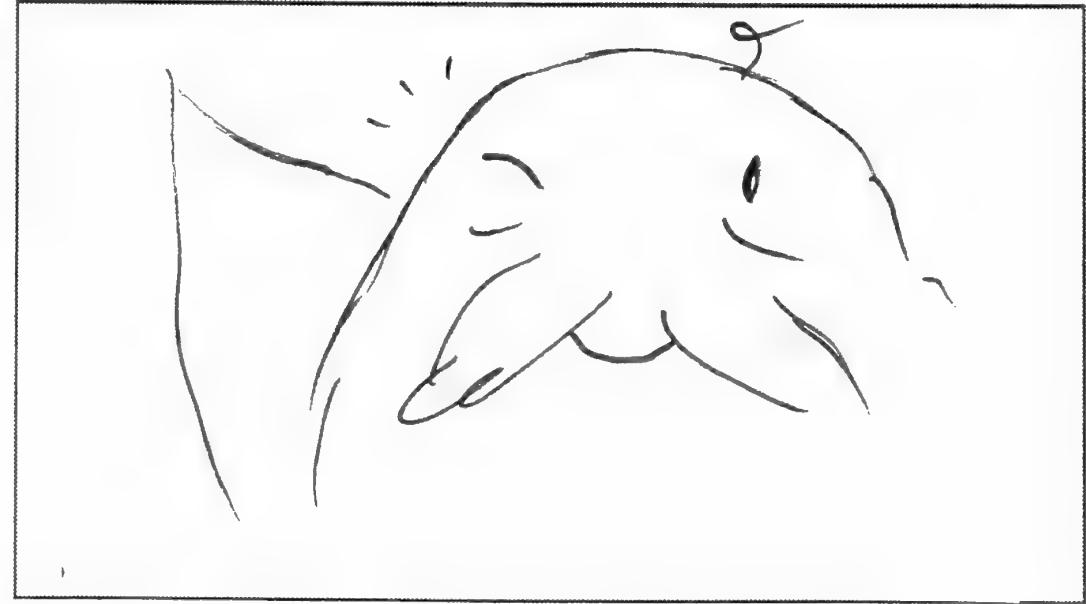


Page 75

Sc. 73 Pnl. A Bg. day night



Sc. 73 Pnl. B Bg. day night



Dialog:

① c'mon now
pardner, no

Action:

dawdling - yer
old man needs

Timing:

you -

EPISODE #

1025-163

Production :

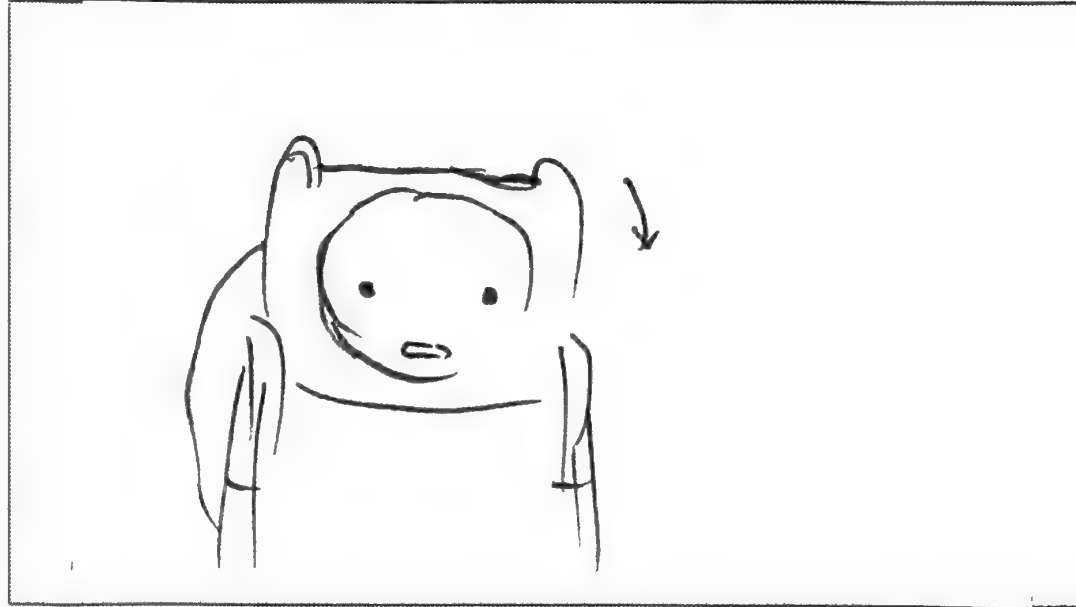
ADVENTURE TIME



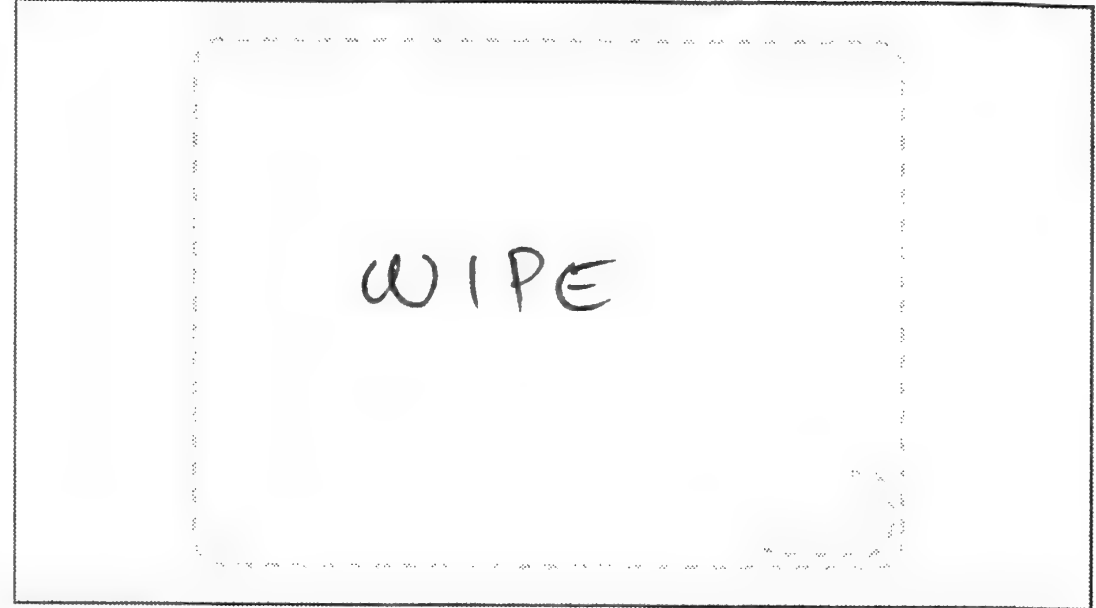
Page _____

76

Sc. 74 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) * sigh *

Action:

Timing:

1025-163

EPISODE #

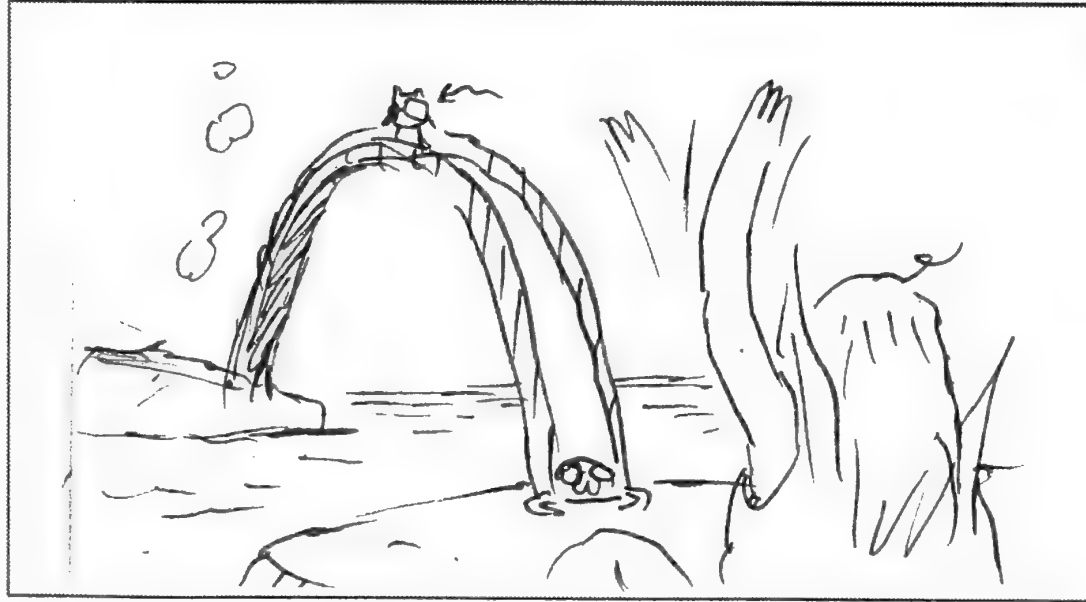
Production :

ADVENTURE TIME

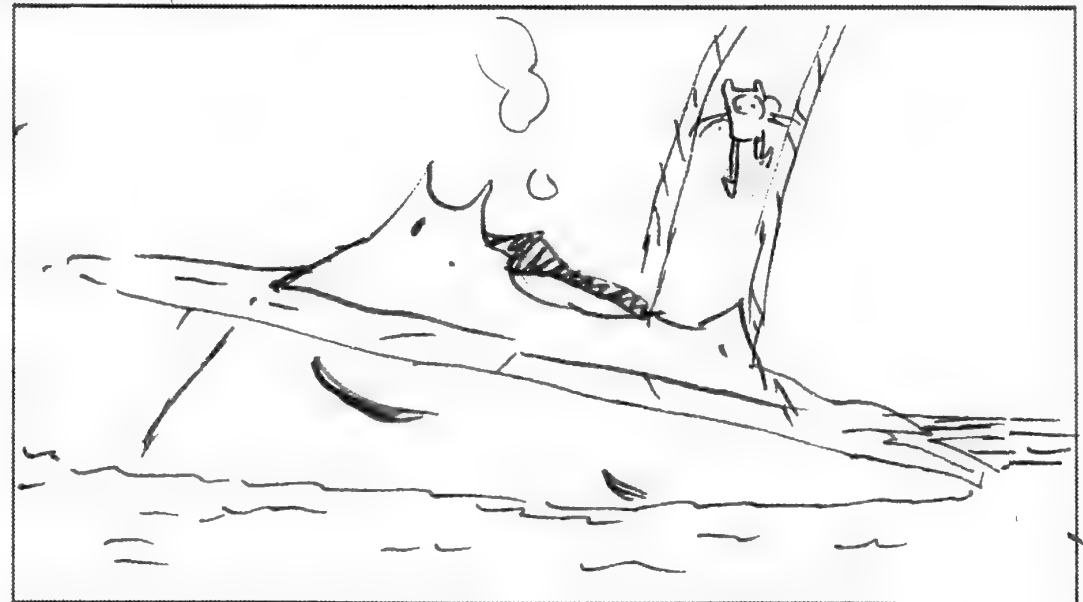


Page 77

Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:

(D:) Attoboy Flynn-

→ do it fer yer old man!

Action:

Timing:



EPISODE #

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Production :

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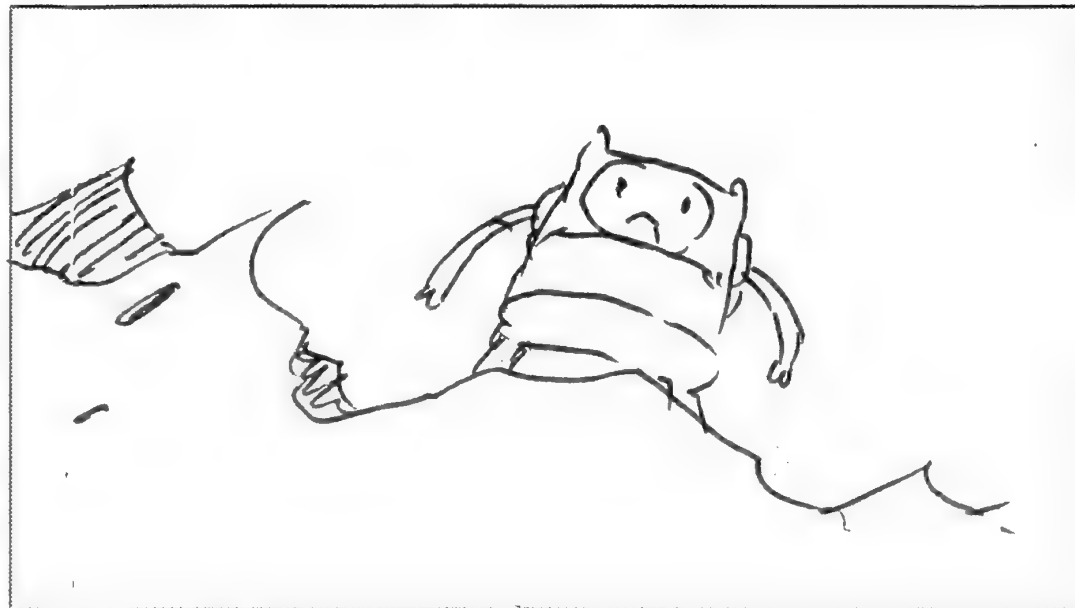
ADVENTURE TIME



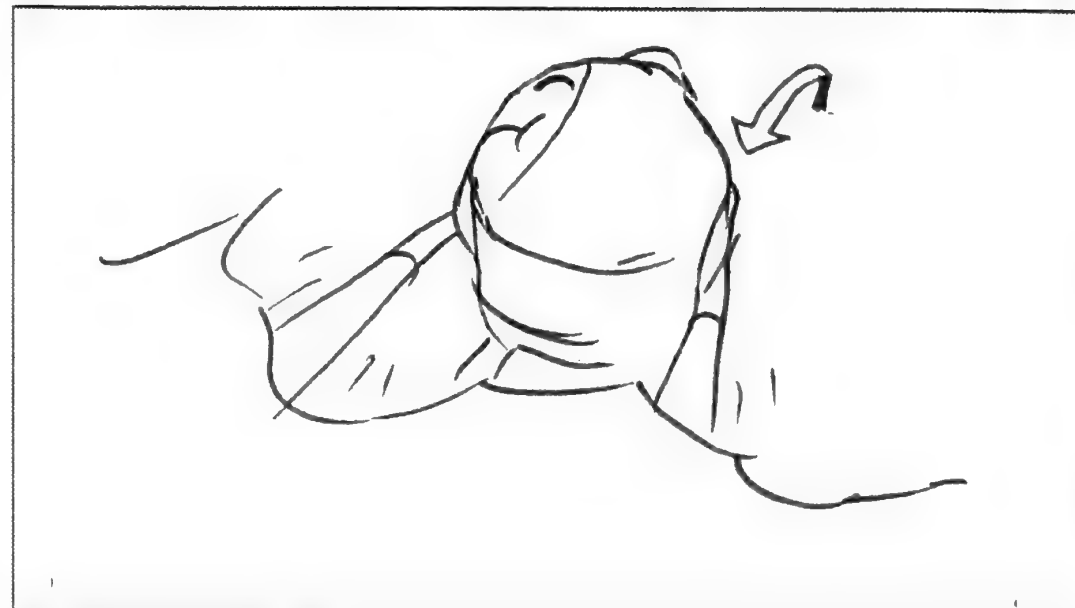
Page _____

78

Sc. 77 Pnl. A Bg. day night



Sc. 77 Pnl. B Bg. day night



Dialog:

Action:

Timing:

①. just get right
in there -
don't be shy -

EPISODE #

1025-163

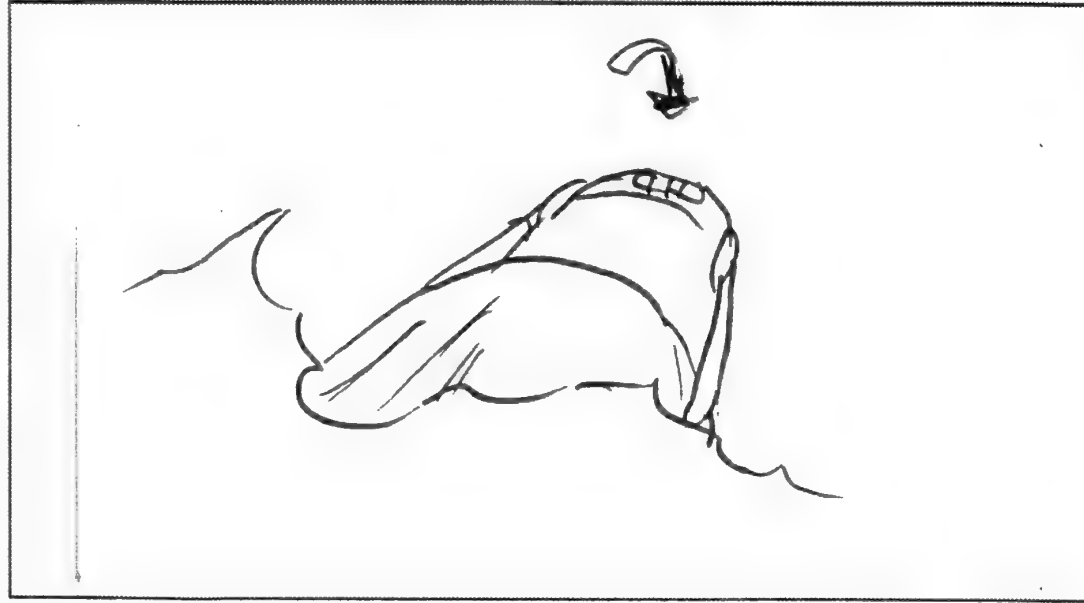
Production :

ADVENTURE TIME

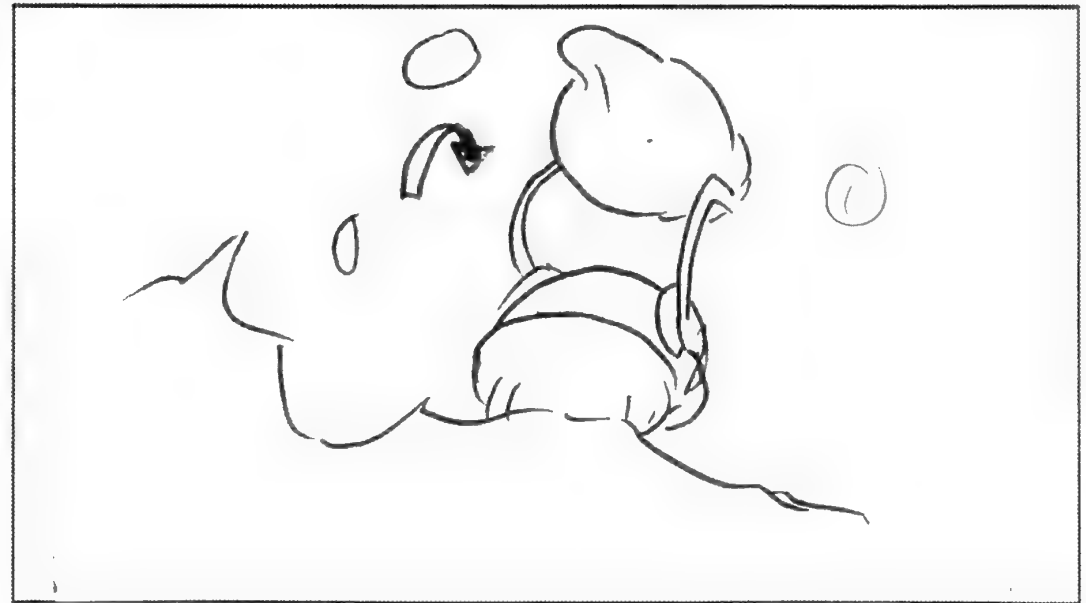


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Sc. 77 Pnl. C Bg. day night



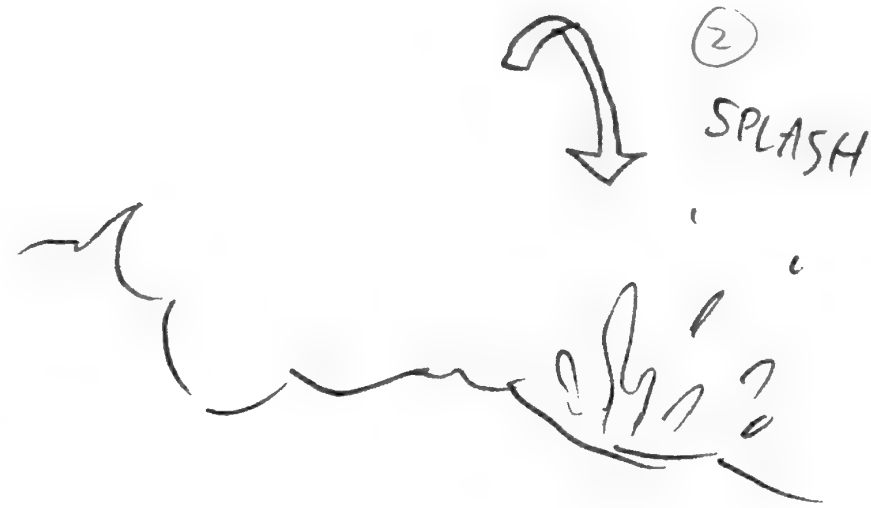
Sc. 77 Pnl. D Bg. day night



Dialog:

Action:

Timing:



1025-163

EPISODE #

Production :

ADVENTURE TIME



Page _____

80

Sc.

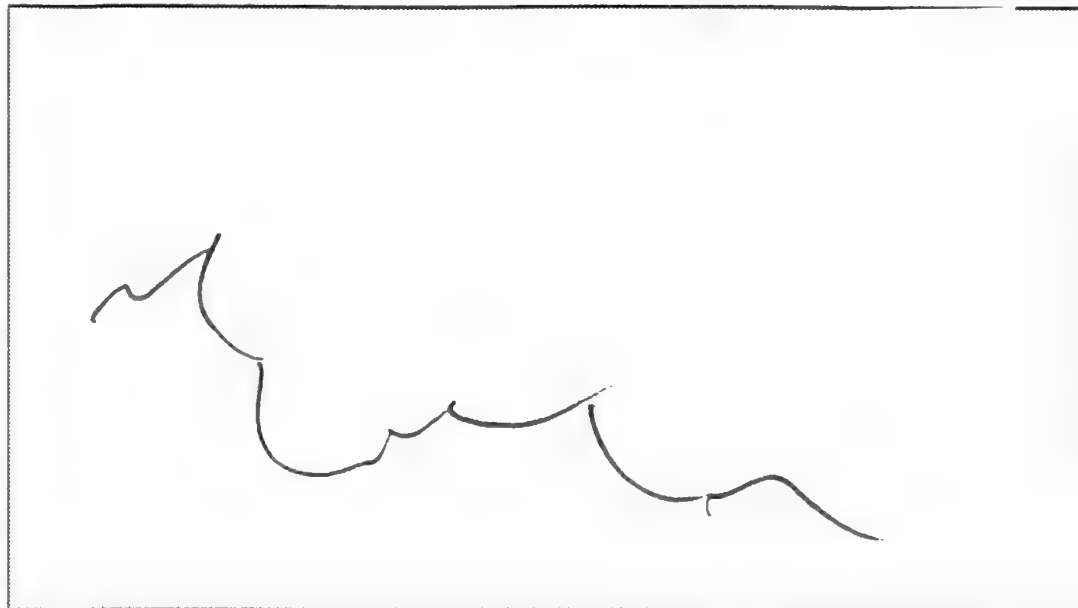
77

Pnl.

E

Bg.

day night

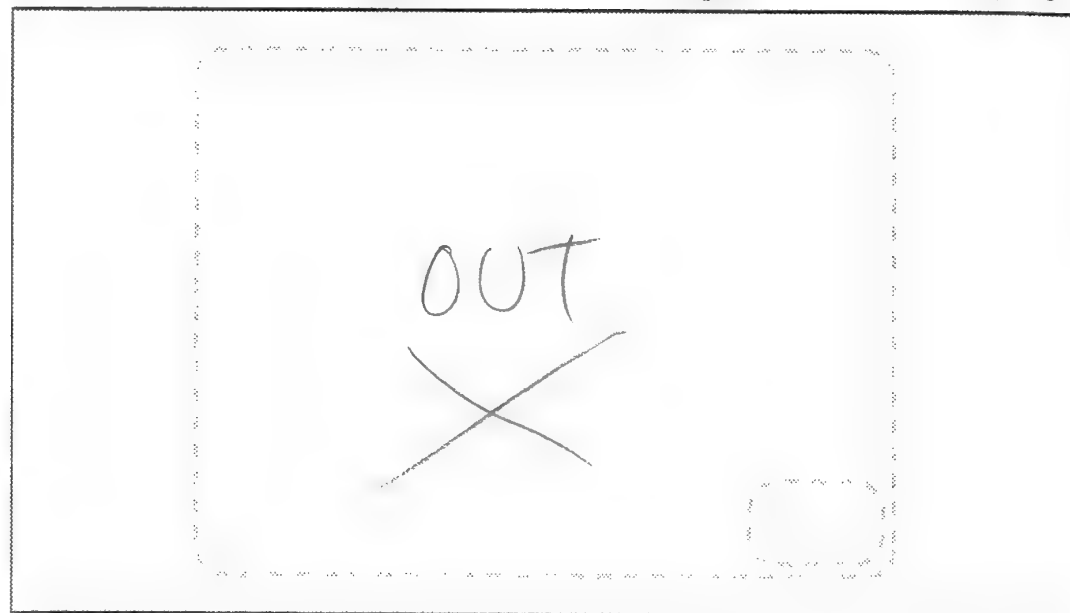


Sc.

Pnl.

Bg.

day night



Dialog:

(D:) Yeah!

Action:

Timing:

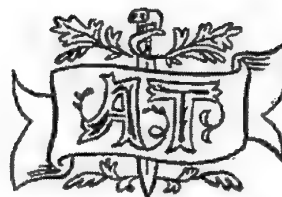
EPISODE #

1025-163

Production :

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ADVENTURE TIME



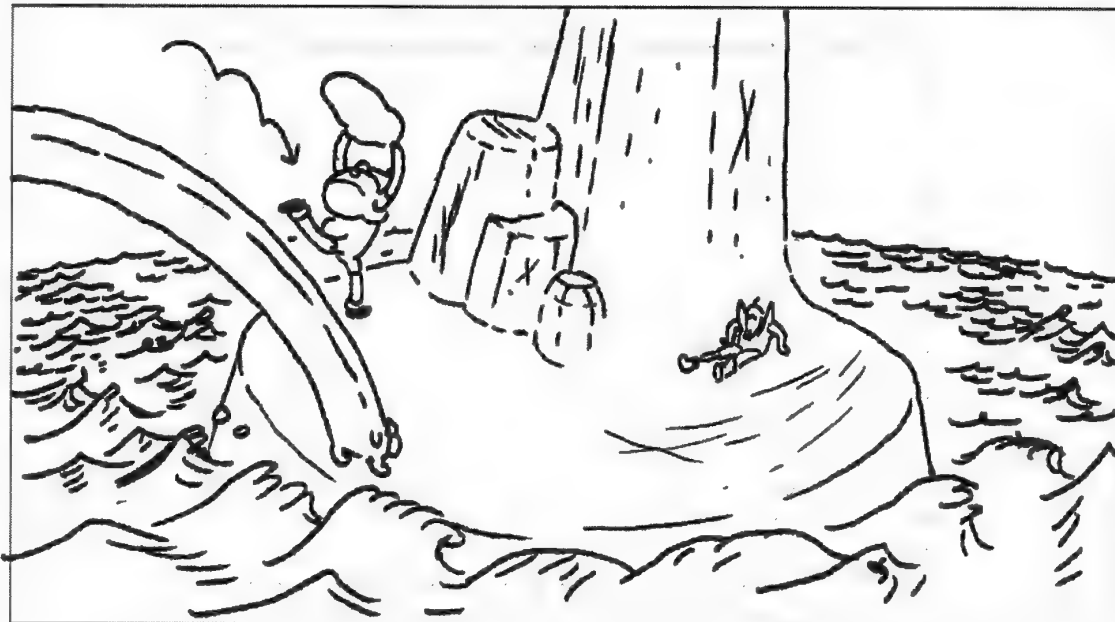
Page 81

Sc. 78

Pnl. A

Bg.

day night

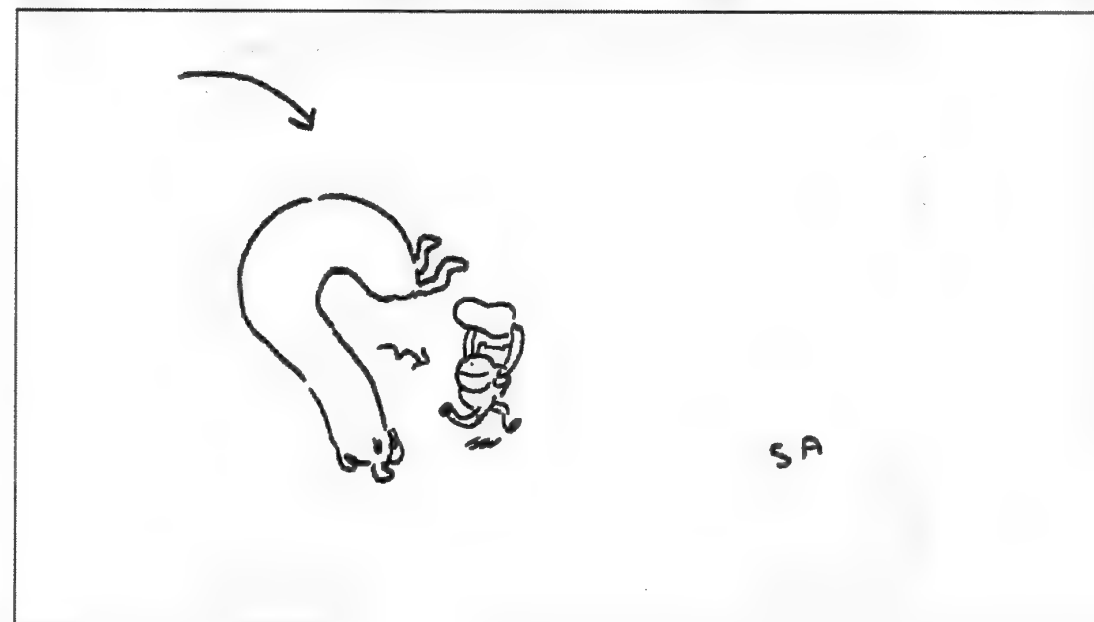


Sc. 78

Pnl. B

Bg.

day night



Dialog:

(SFX) / ≡ OCEAN NOISES ≡

Action:

WAVES ARE CHOPPY,
(I THINK IT'D LOOK COOL, WITH ALL THE
ACTION GOING ON, BUT MAYBE IT DOESN'T
FIT? YOUR DISCRETION! S.W.)

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

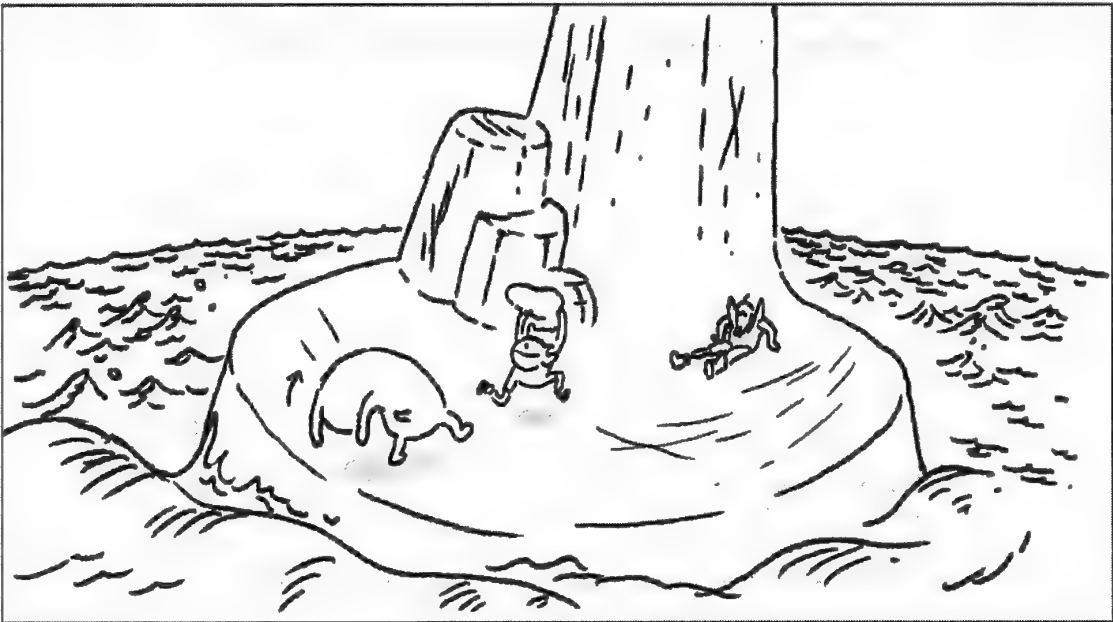


Sc. 78

Pnl. C

Bg.

day night

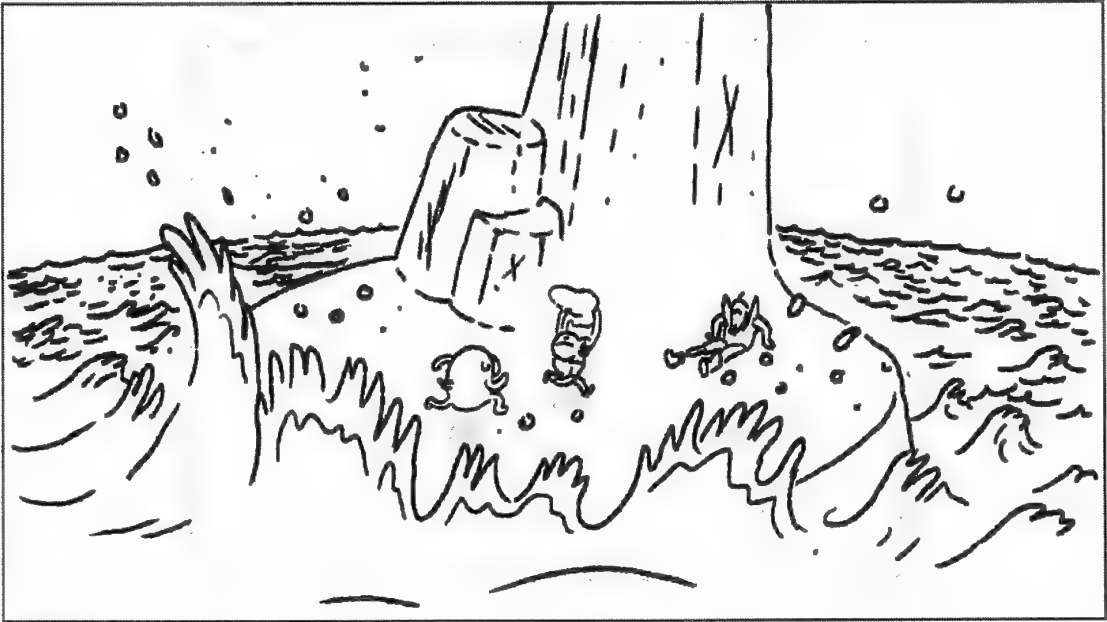


Sc. 78

Pnl. D

Bg.

day night



Dialog:

(SFX) / :: WAVE SMASH! ::

Action:

WAVES SUCK BACK, CRASH UP ON THE SHORE

Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME



83

Page _____

Sc. 79

Pnl. A

Bg.

day night



Sc. 79

Pnl. B

Bg.

day night



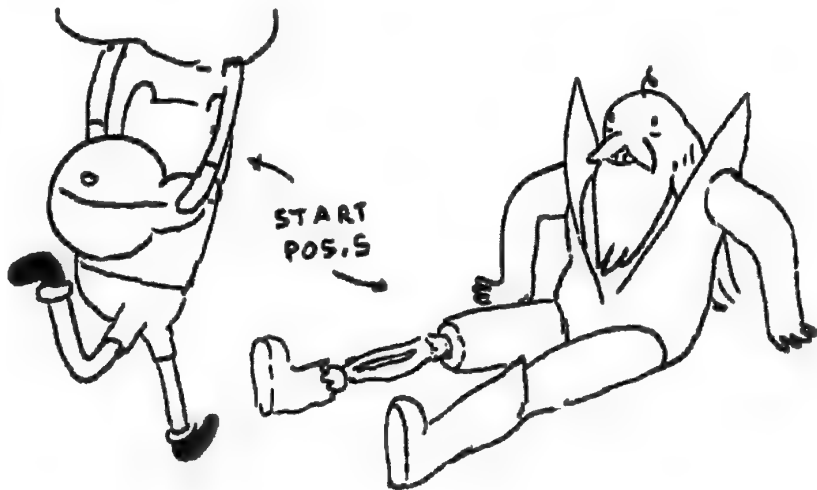
Dialog:

DAD / HEY GOOD JOB SON!

D / NOW RUB SOME OF THAT
SAP ON MY LEG THERE.
MAKE SURE TO GET IT INTO -

Acti

Tim



EPISODE # 1025-163

Production :

ADVENTURE TIME

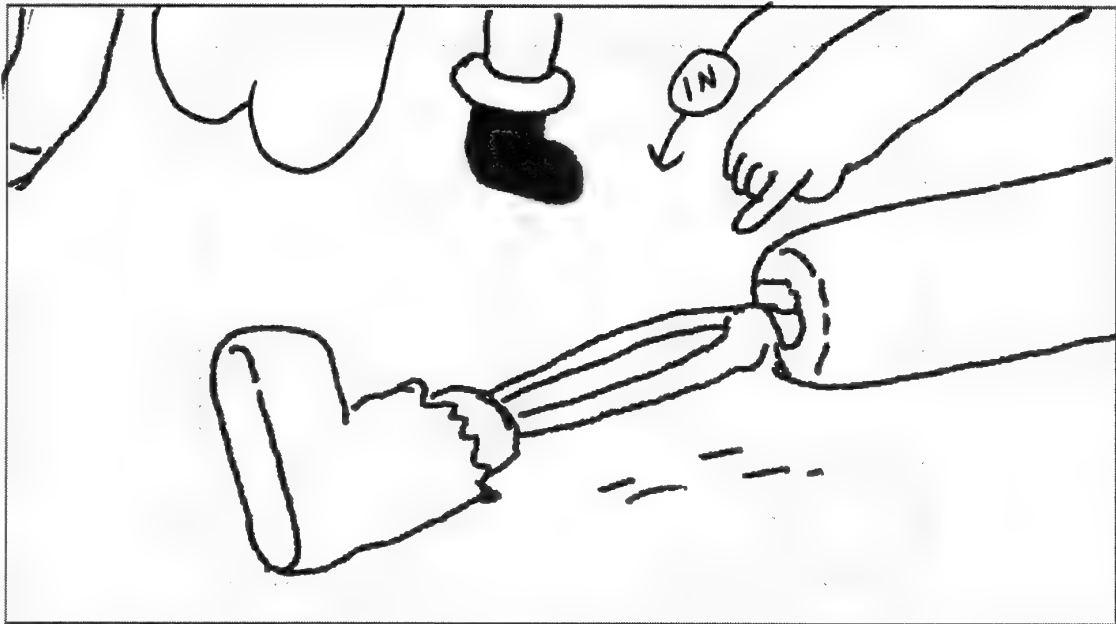


Sc. 80

Pnl. A

Bg.

day night

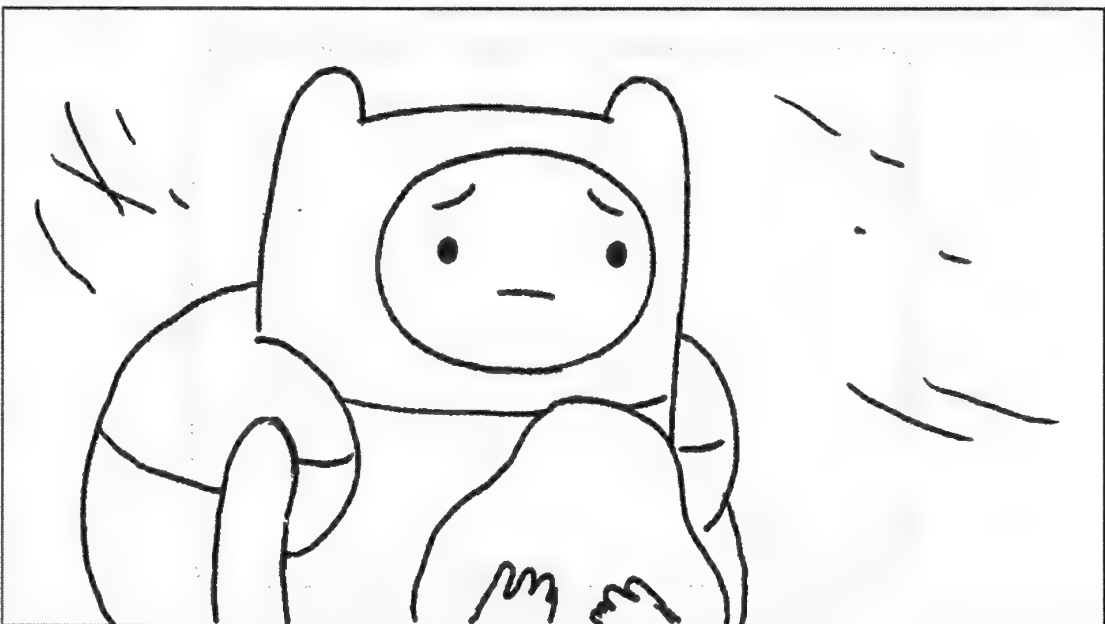


Sc. 81

Pnl. A

Bg.

day night



Dialog:

©(CONT.) - THE CHICKEN WING HOLE.

ALT THAT CHICKEN WING HOLE.

Action:

START POS.

Timing:

EPISODE #

Production :

1025-163

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ADVENTURE TIME



Page 85

Sc. 81

Pnl. B

Bg.

day night

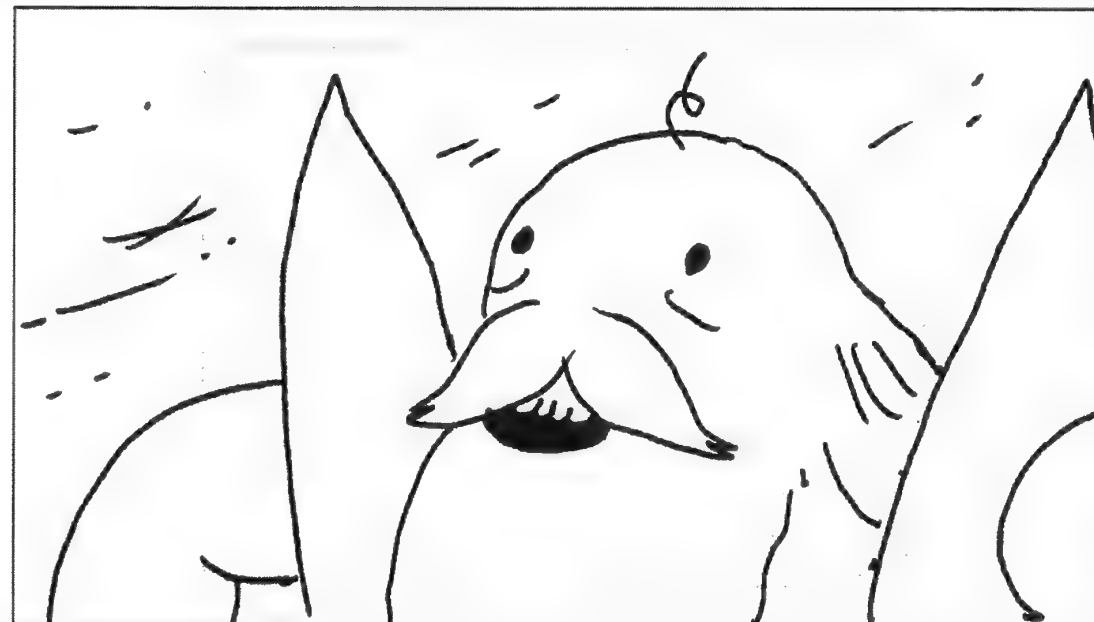


Sc. 82

Pnl. A

Bg.

day night



Dialog:

Ⓔ / EHHH ... DAD ,

Ⓓ / MARTIN !

Action:

Timing:

EPISODE # 1025-163

Production :

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ADVENTURE TIME

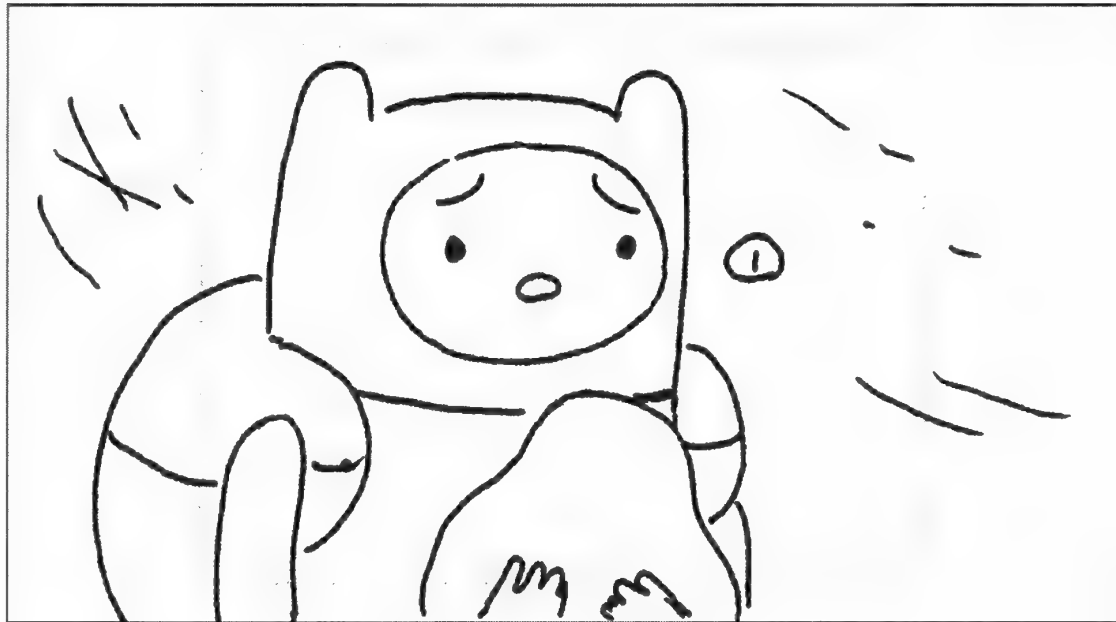


Sc. 83

Pnl. A

Bg.

day night

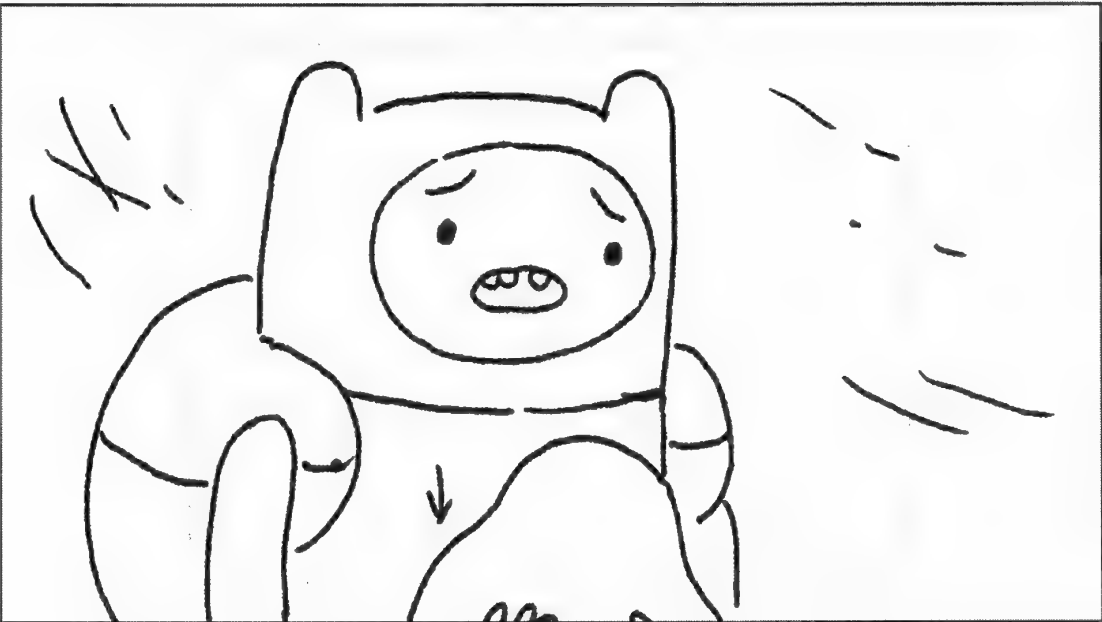


Sc. 83

Pnl. B

Bg.

day night



Dialog:	① OK ... ② MMMARTIN,	① WE NEED TO TALK.
Action:		
Timing:		

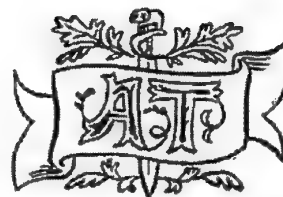
1025-163

EPISODE #

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ADVENTURE TIME



Page **87**

Sc. **84**

Pnl. **A**

Bg.

day night

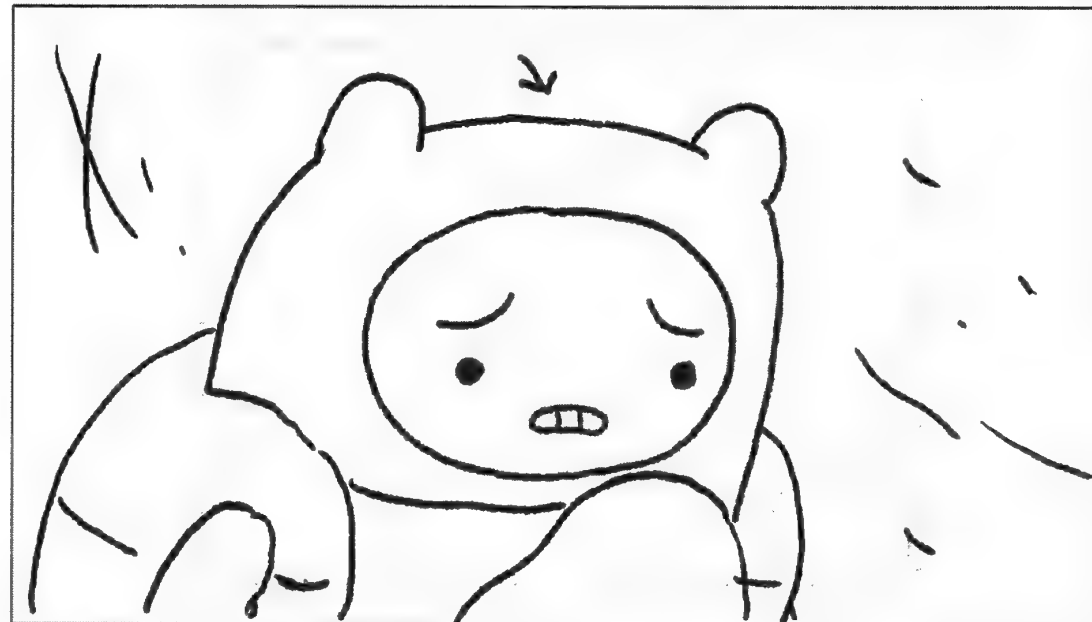


Sc. **85**

Pnl. **A**

Bg.

day night



Dialog:

①/ OK KID BUT HURRY IT UP,
I'M TRYING TO ACT COOL
BUT THIS THING REALLY STINGS.

Action:

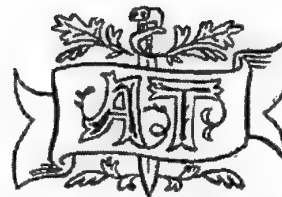
Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

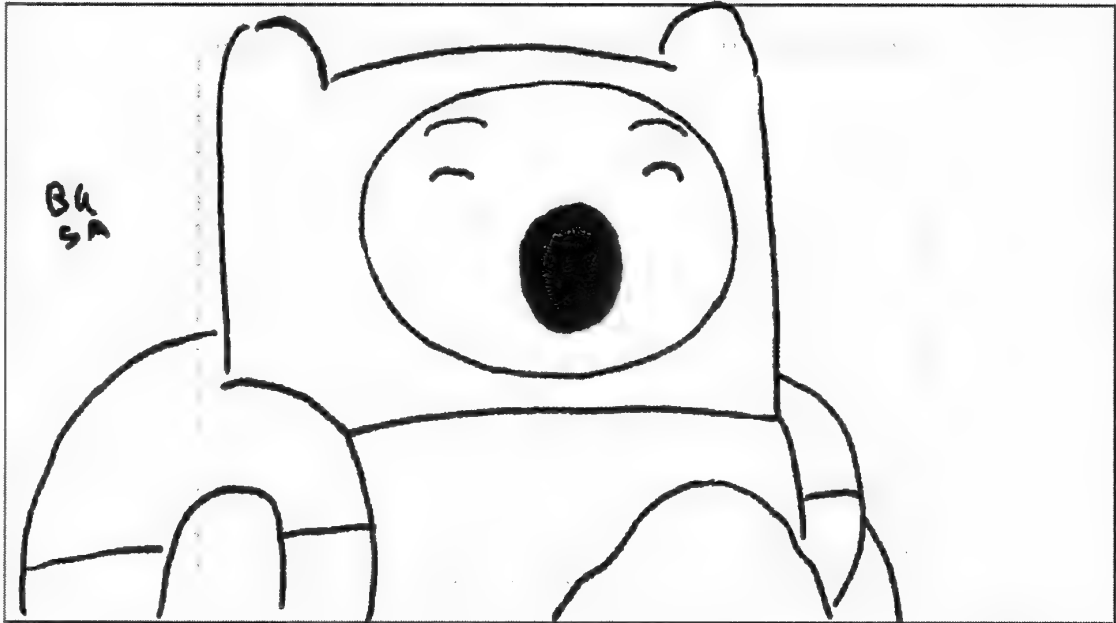


Sc. 85

Pnl. B

Bg.

day night

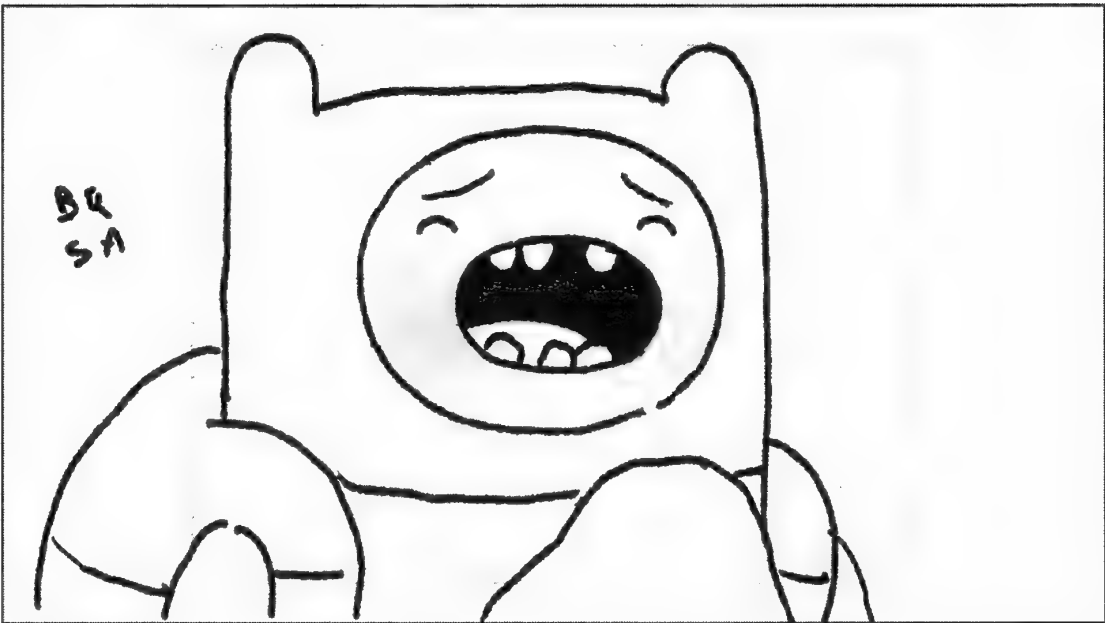


Sc. 85

Pnl. C

Bg.

day night



Dialog:

⋮ BIG INHALE ⋮

Ⓢ ONE BIG BREATH
Ⓢ WHY - DID - YOU - ABANDON -
ME - IN - THE - FOREST - WHEN
I - WAS - A - LITTLE - BABY ? !

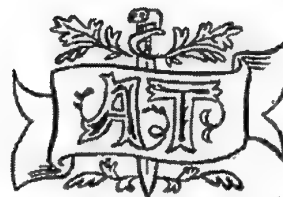
Action:

FINN GETS REDDER AS HE GOES ON.

Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME



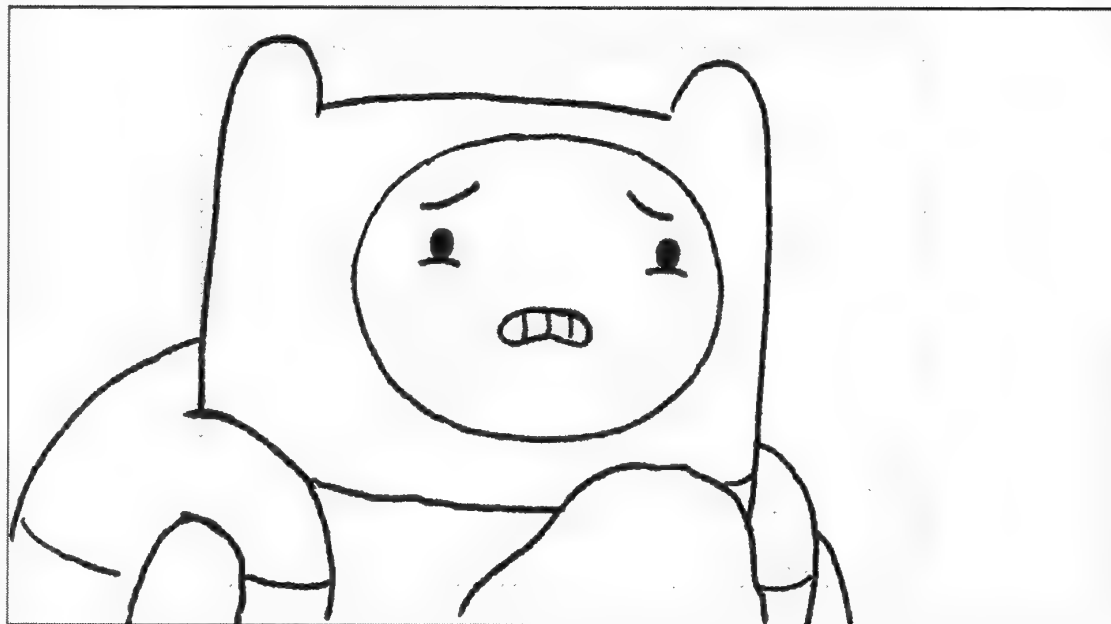
Page 89

Sc. 85

Pnl. D

Bg.

day night



Sc. 86

Pnl. A

Bg.

day night



Dialog:

@! ... oh!

Action:

LOOKS FOR REACTION.

Timing:

Production :

EPISODE #

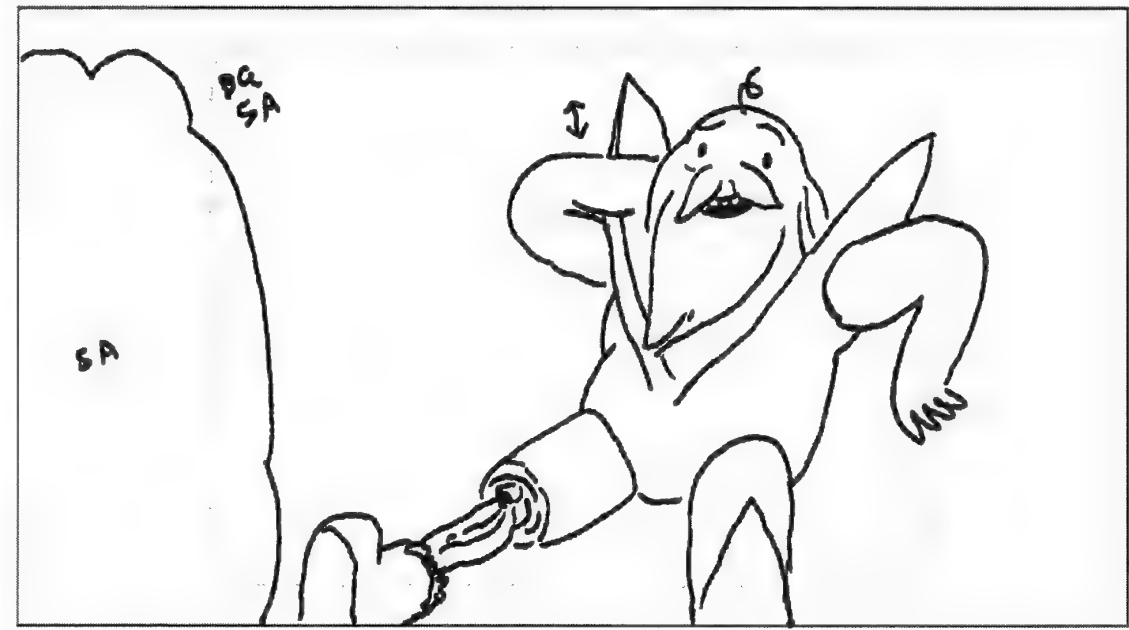
1025-163

ADVENTURE TIME

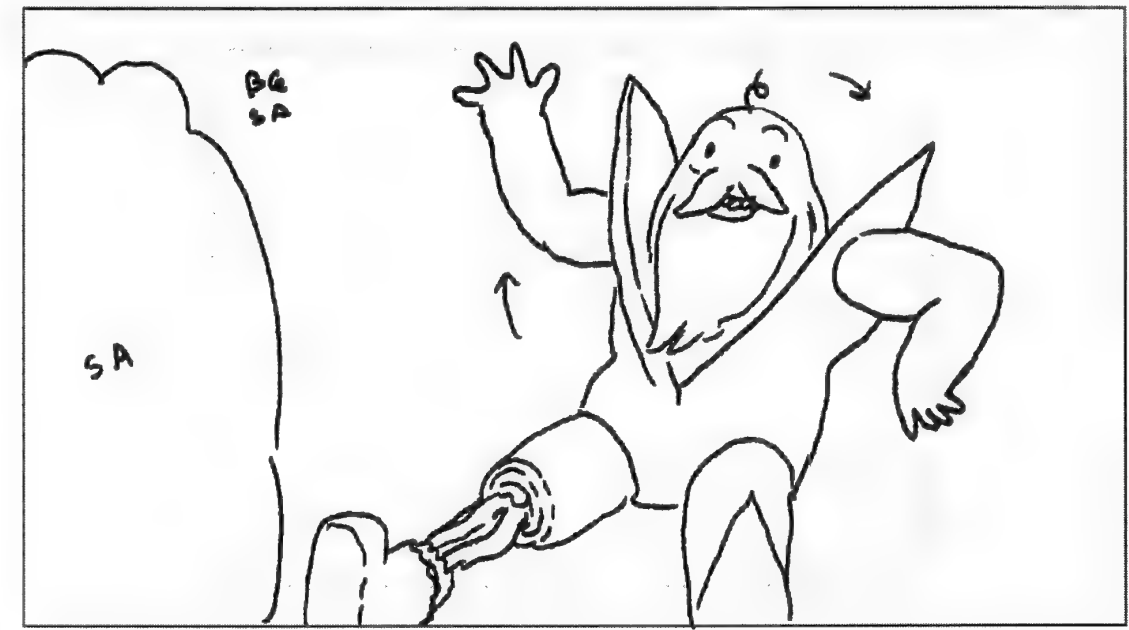


Page 90

Sc. 86 Pnl. A Bg. day night



Sc. 86 Pnl. B Bg. day night



Dialog:

①/ I MEAN... HA! HA!
YOU KNOW ME,

②/ (CONT.) I'M A FUNNY GUY!

Action:

RUBBING THE BACK
OF HIS NECK

AB, AB, AB

Timing:

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1025-163

EPISODE #

Production :

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ADVENTURE TIME



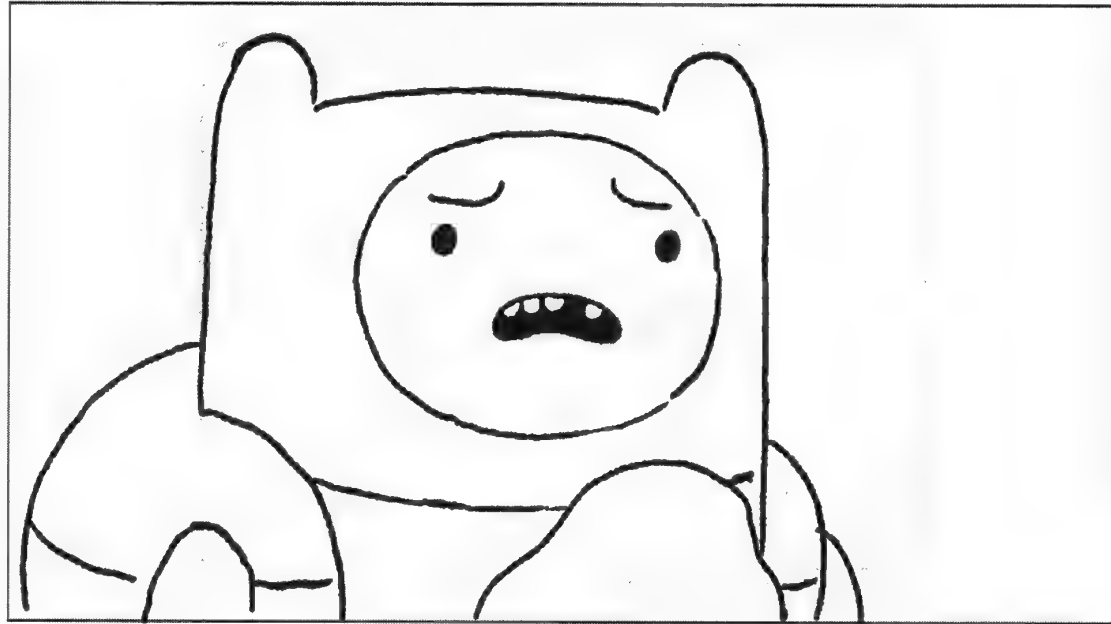
Page 91

Sc. 87

Pnl. A

Bg.

day night



Sc. 88

Pnl. A

Bg.

day night



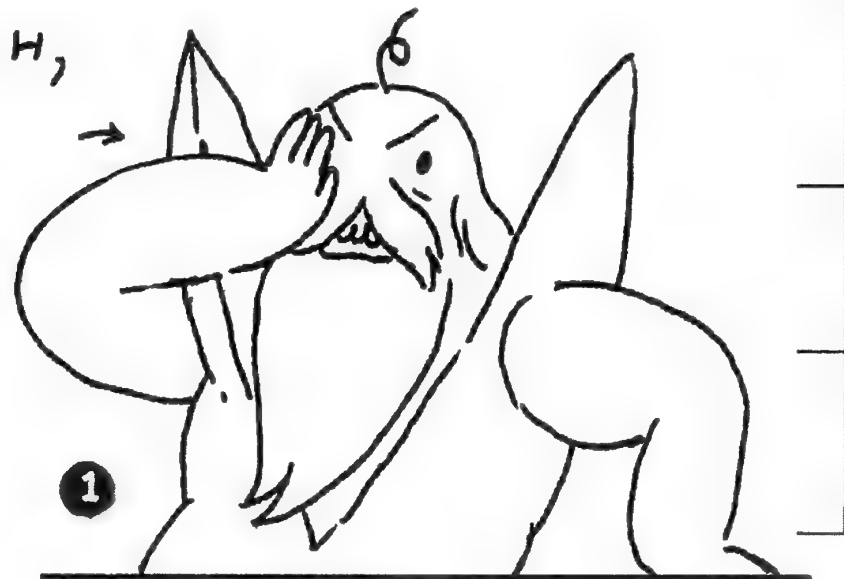
Dialog:

Ⓔ / W H H , !

Action:

Timing:

Ⓓ / A A A H ,



EPISODE #

1025-163

Production :

ADVENTURE TIME

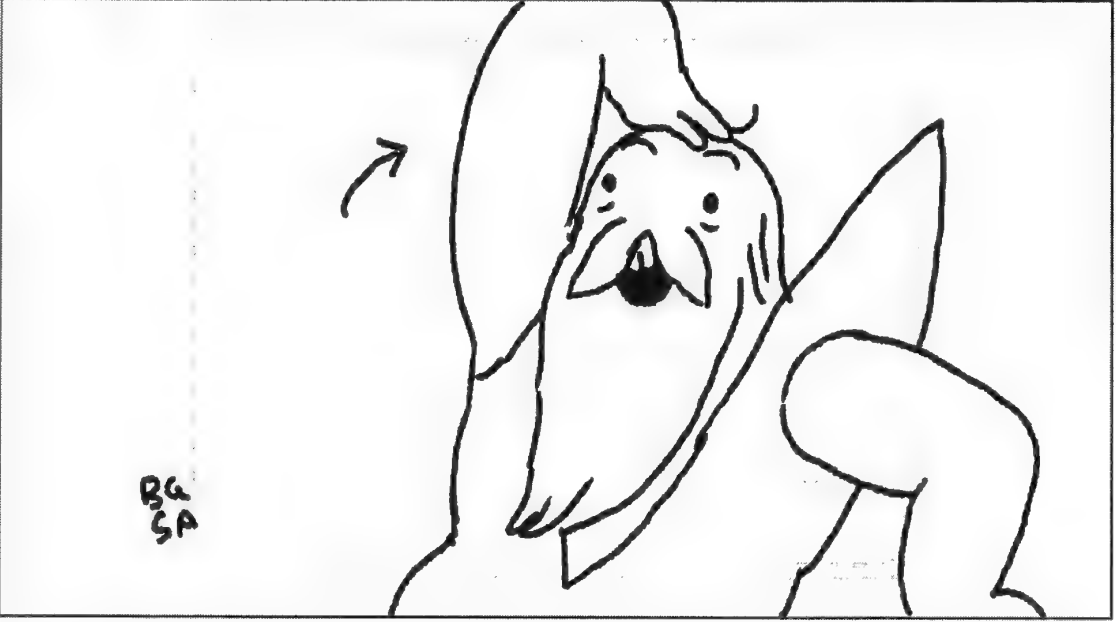


Sc. 88

Pnl. B

Bg.

day night

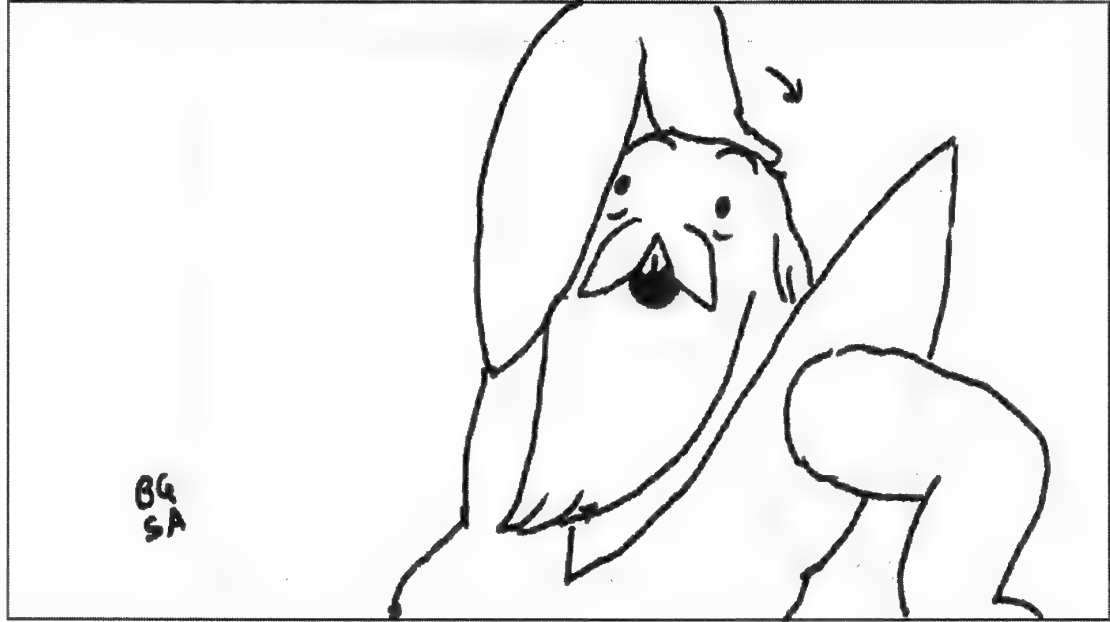


Sc. 88

Pnl. C

Bg.

day night



Dialog:

① I DUNNO, IT WAS A LONG TIME AGO, WHO KNOWS, LIKE.

Action:

- MOVES FROM FACE RUBBING TO SMOOTHING BACK HIS ONE CURLY HAIR.
- HAND NEVER STOPS TOUCHING HIS FACE BETWEEN PANEL A & B.

Timing:

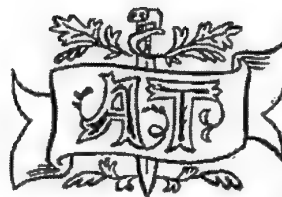
1025-163

EPISODE #

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ADVENTURE TIME



Page 93

Sc. 88

Pnl. D

Bg.

day night



Sc. 89

Pnl. A

Bg.

day night



Dialog:

ⓓ (CONT) MAYBE YOU LEFT ME.

Action:

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



Sc. 89

Pnl. B

Bg.

day night

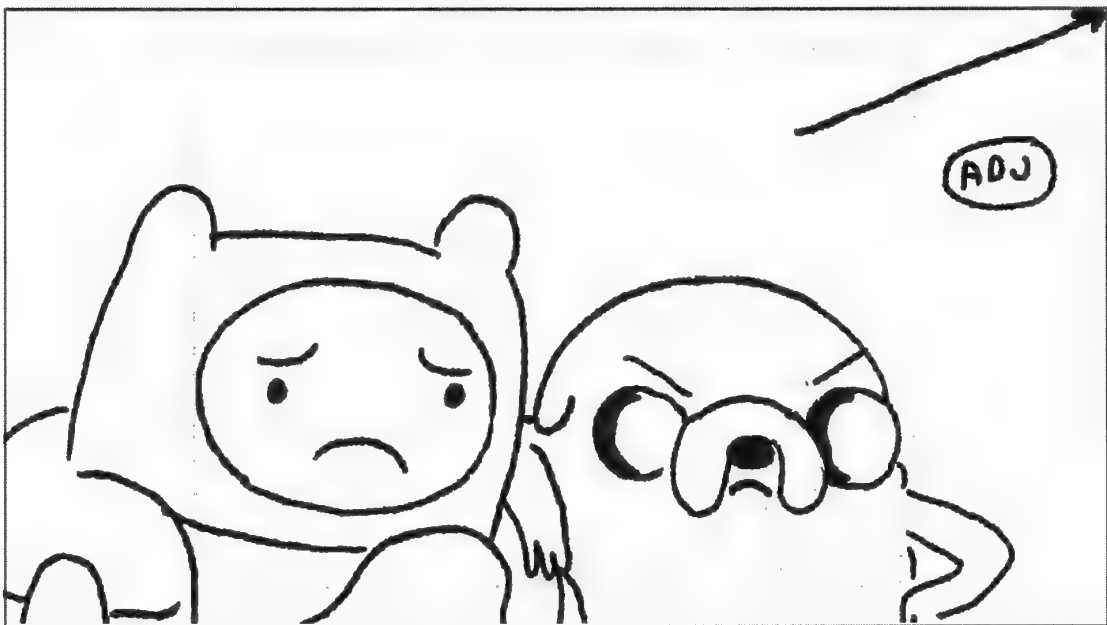


Sc. 89

Pnl. C

Bg.

day night

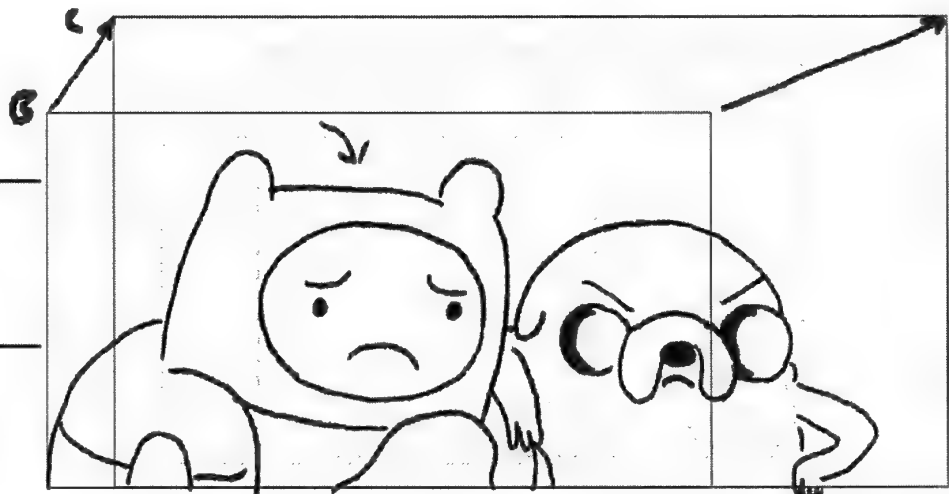


Dialog:

Action:

JAKE IN.

Timing:



1025-163

EPISODE #

Production :

ADVENTURE TIME



Page **95**

Sc. **90**

Pnl. **A**

Bg.

day night



Sc. **90**

Pnl. **B**

Bg.

day night



BG
SA

Dialog:

①/ *SIGH*

②/ BUT HEY

Action:

Timing:

EPISODE #
1025-163

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ADVENTURE TIME

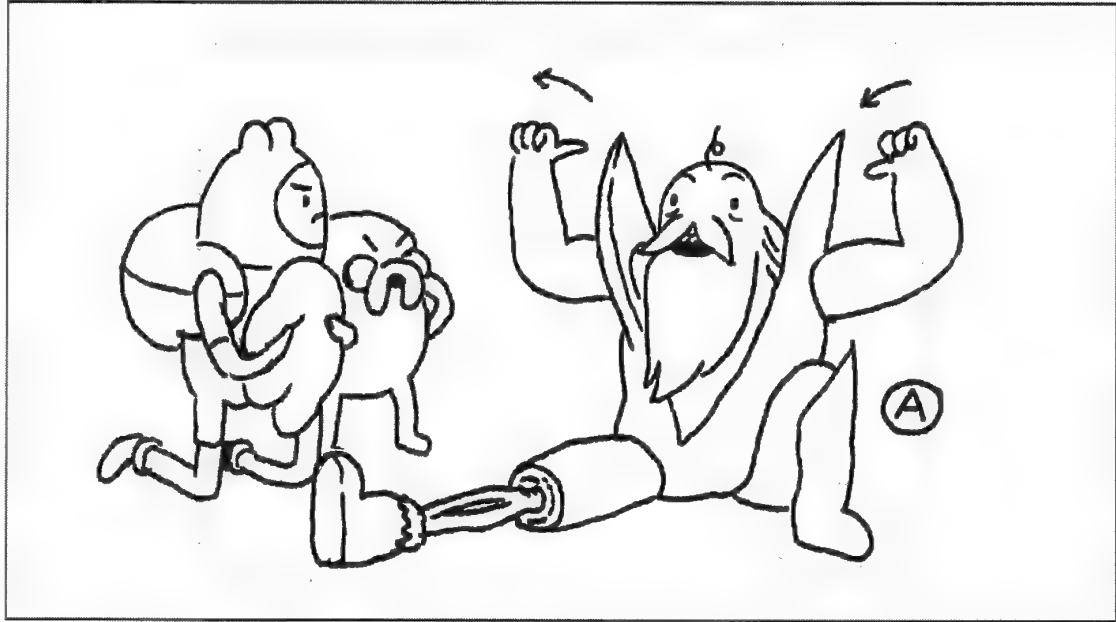


Sc. 96

Pnl. C

Bg.

day night

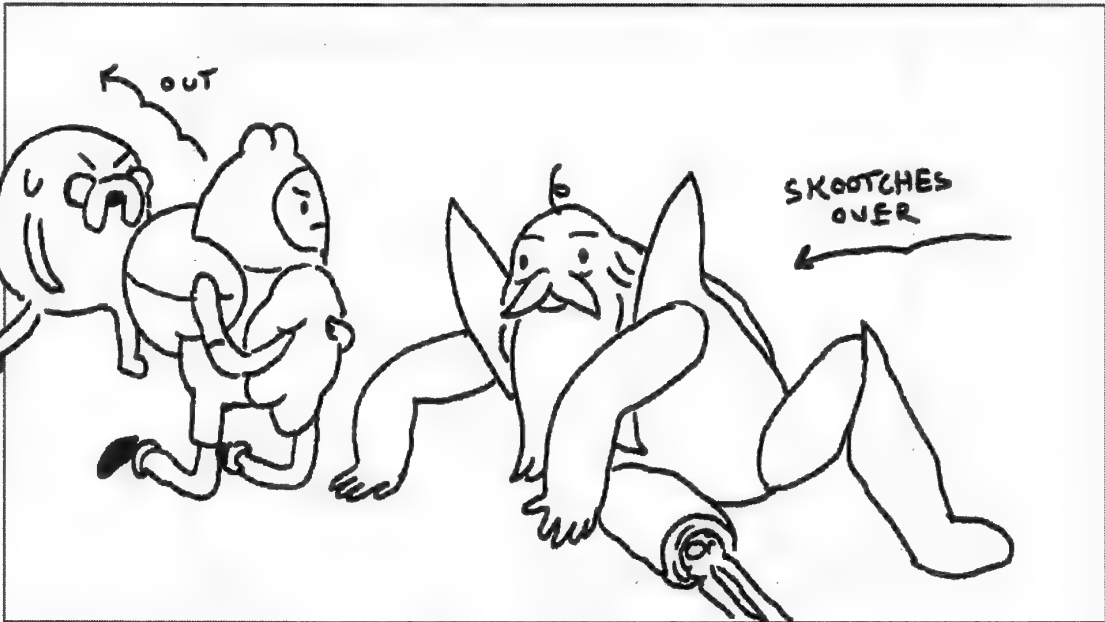


Sc. 90

Pnl. D

Bg.

day night



Dialog:	Ⓐ Ⓑ Ⓐ
Ⓐ DADDY'S BACK!	Ⓢ/ YOU AND ME,
Action:	
Timing:	

EPISODE # 1025-163

Production :

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ADVENTURE TIME



Sc. 90

Pnl. E

Bg.

day night

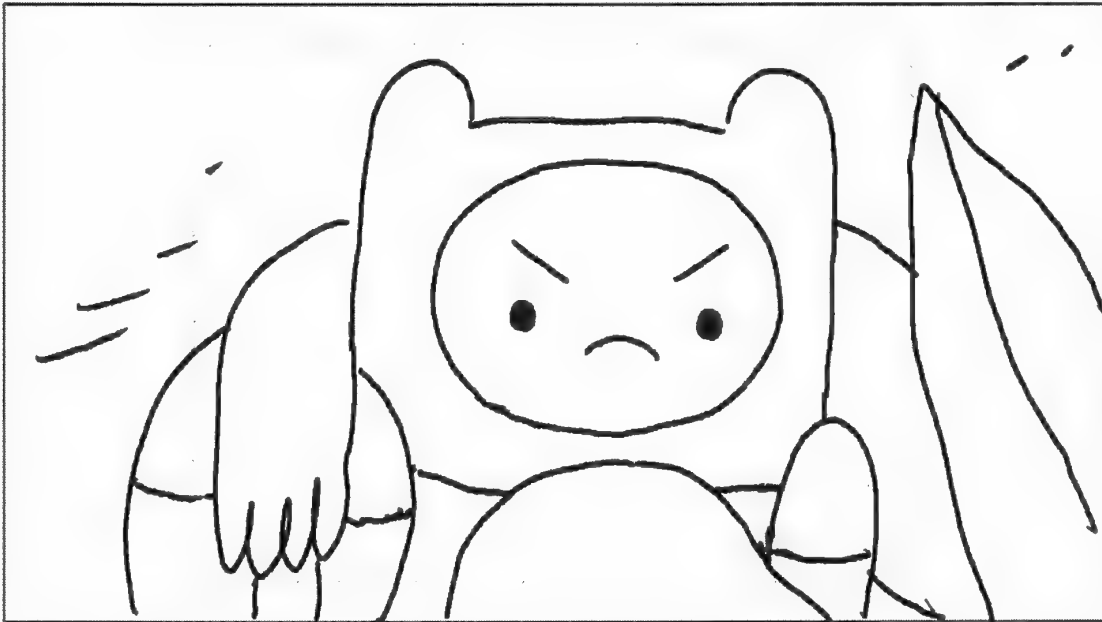


Sc. 91


Pnl. A

Bg.

day night



Dialog: ①/ DADDY AND BABY . OR SHOULD I SAY ... ①/(CONT.) BABY AND DADDY?

Action:		E	D
Timing:			

1025-163

EPISODE #

Production :

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ADVENTURE TIME



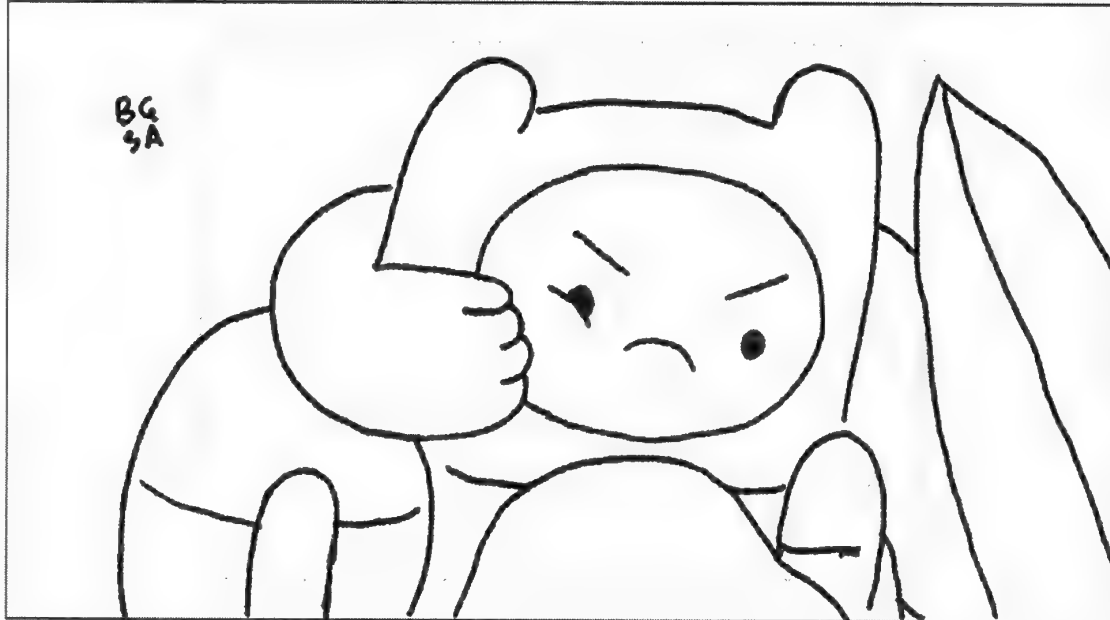
Page 98

Sc. 91

Pnl. B

Bg.

day night



Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

HITS HIM IN THE FACE
(BACK TO POSE A)

STARTING POSE

Timing:

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ADVENTURE TIME

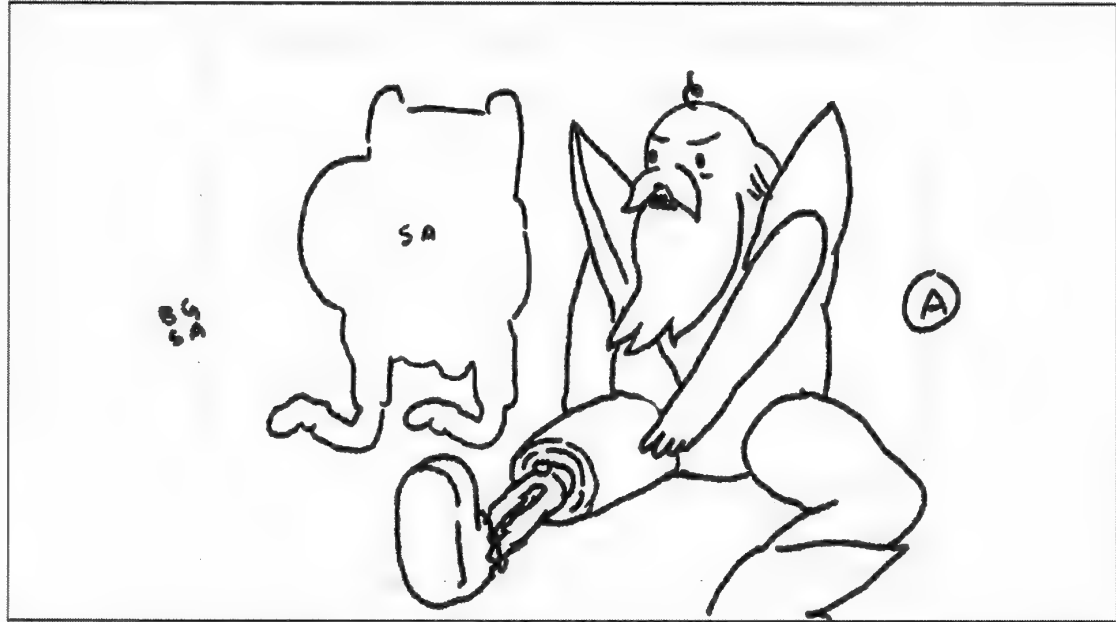


Sc. 92

Pnl. B

Bg.

day night

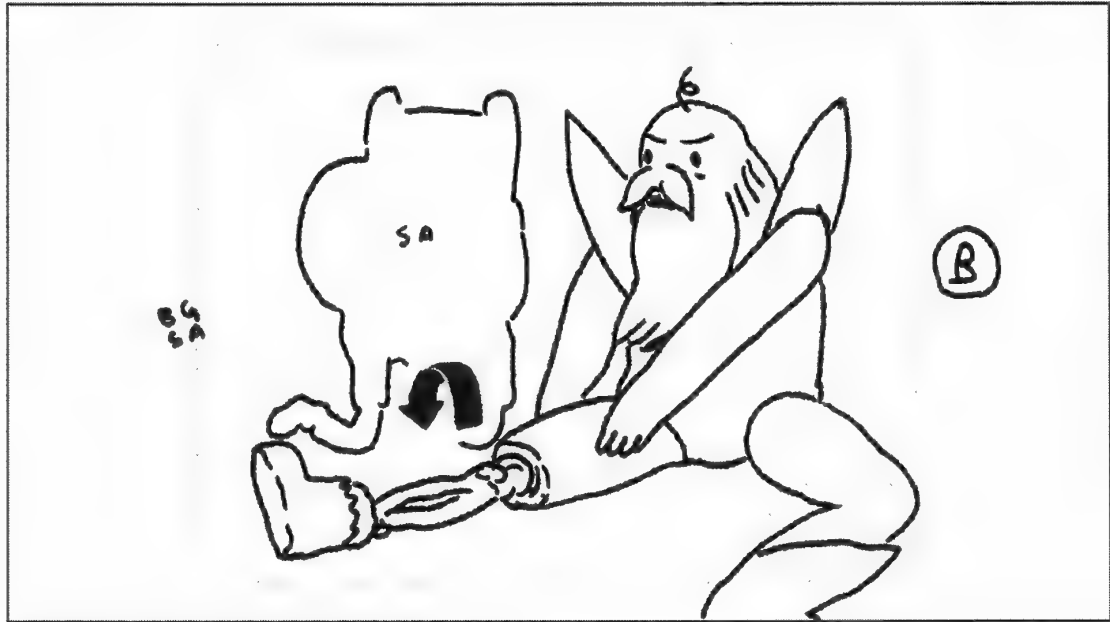


Sc. 92

Pnl. C

Bg.

day night



Dialog:
①/ ① NOW SLAP THAT SAP. ②
Action:
Timing:

1025-163
EPISODE #
Production :

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ADVENTURE TIME

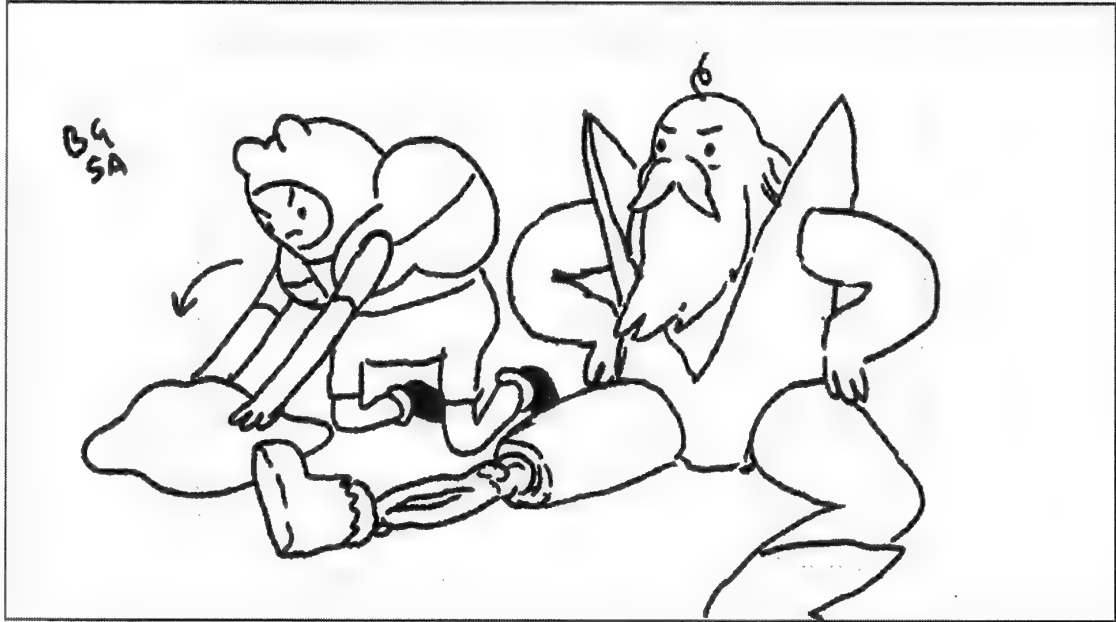


Sc. 92

Pnl. 0

Bg.

day night

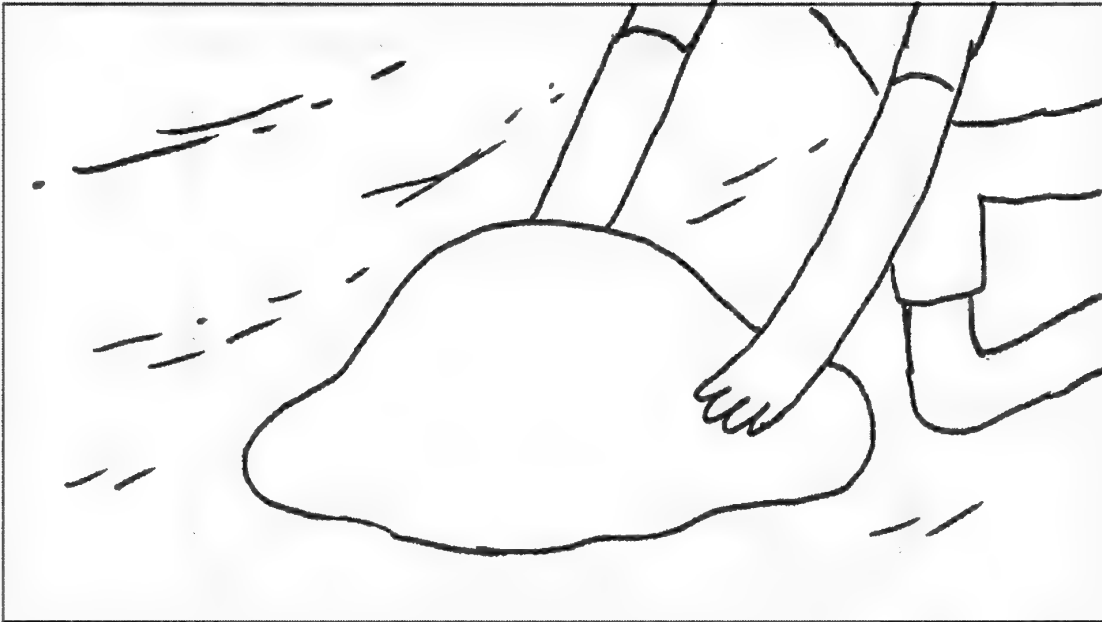


Sc. 93

Pnl. A

Bg.

day night



Dialog:	Ⓢ / RRR.	
Action:	SETS DOWN SAP.	START POS.
Timing:		

EPISODE # 1025-163
Production :

ADVENTURE TIME

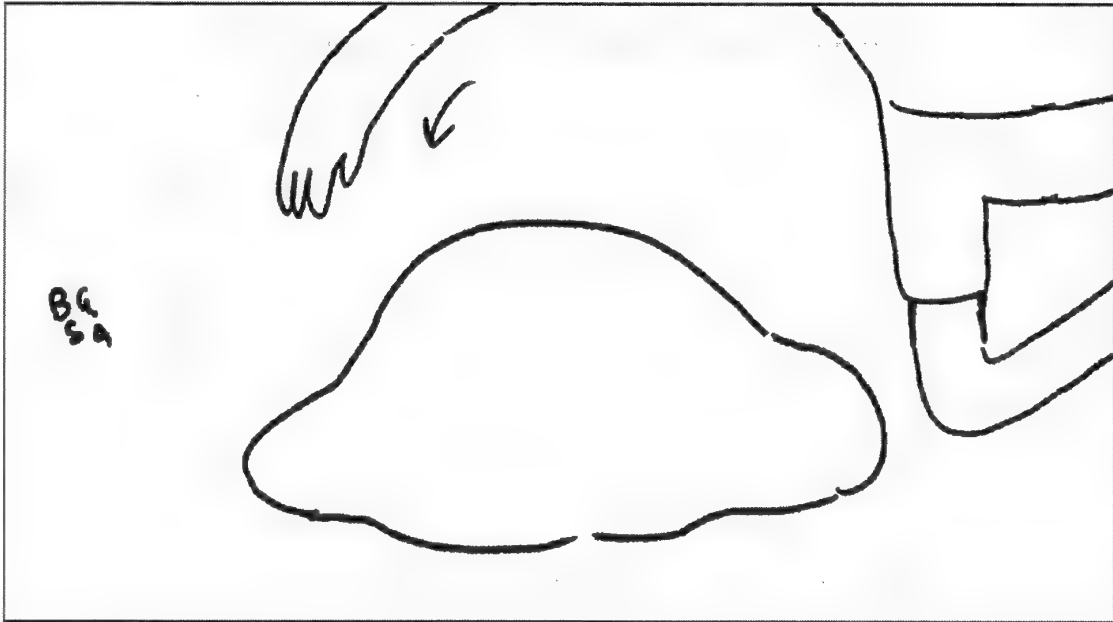


Sc. 93

Pnl. B

Bg.

day night

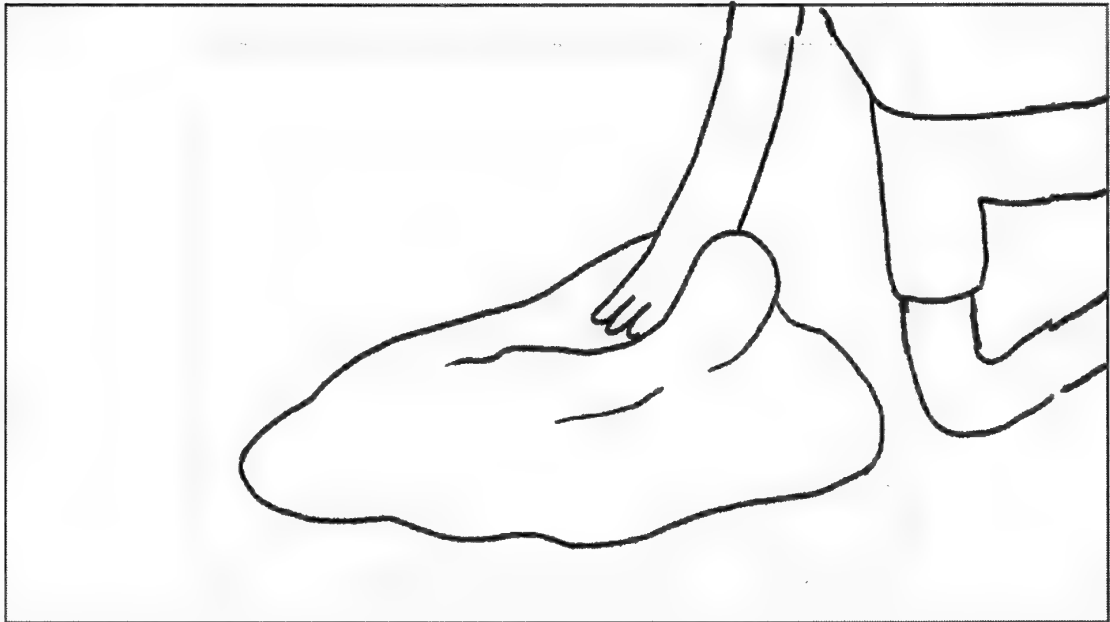


Sc. 93

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-163
Production :

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ADVENTURE TIME



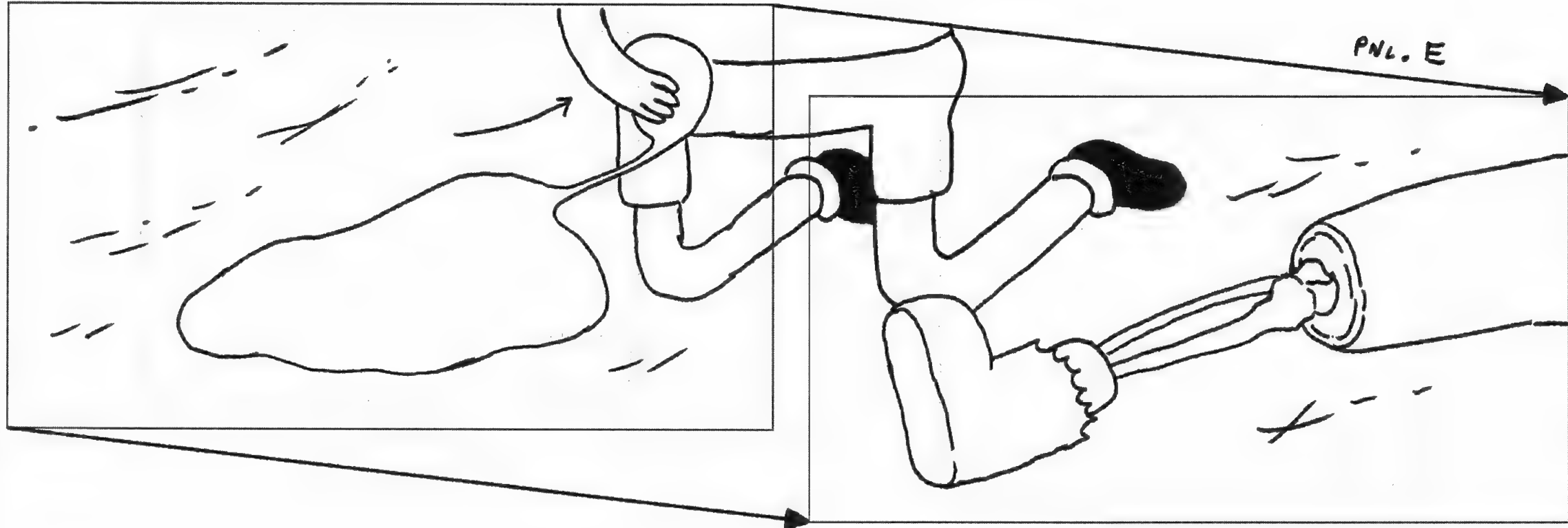
Page 102

Sc. 93

Pnl. D

Bg.

day night



Action:

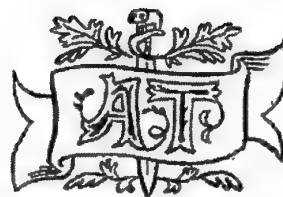
SAP TRAILS OFF WITH A THREAD,
LIKE TAFFY.

Timing:

EPISODE # 1025-163

Production :

ADVENTURE TIME

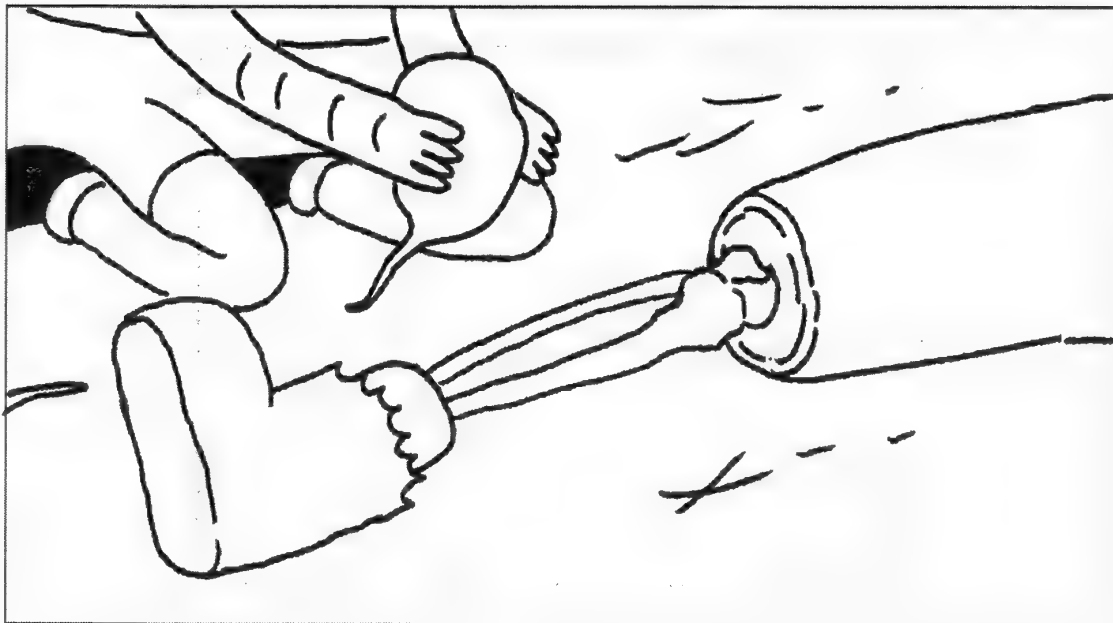


Sc. 93

Pnl. F

Bg.

day night

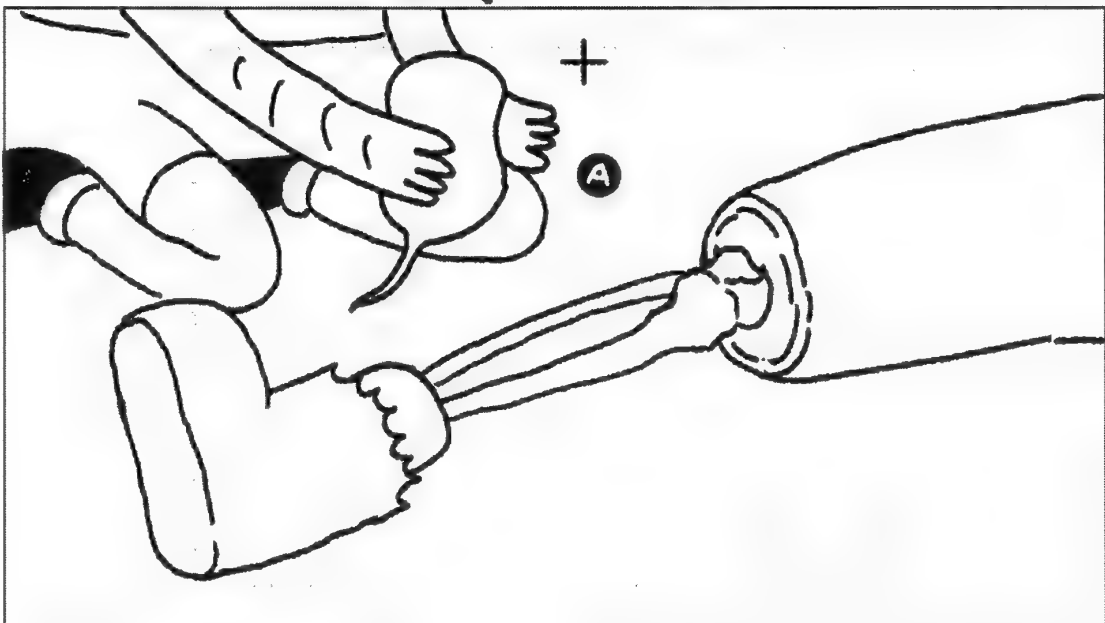


Sc. 93

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:



ABA
WIGGLES IT
AROUND.

EPISODE #

Production :

1025-163

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ADVENTURE TIME



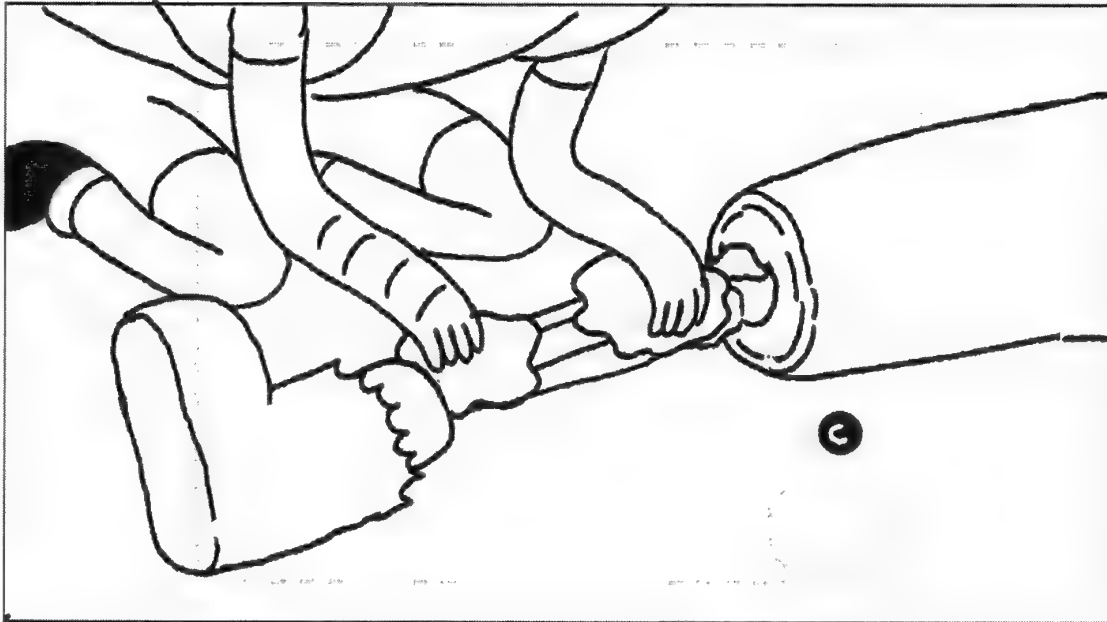
Page 104

Sc. 93

Pnl. H

Bg.

day night

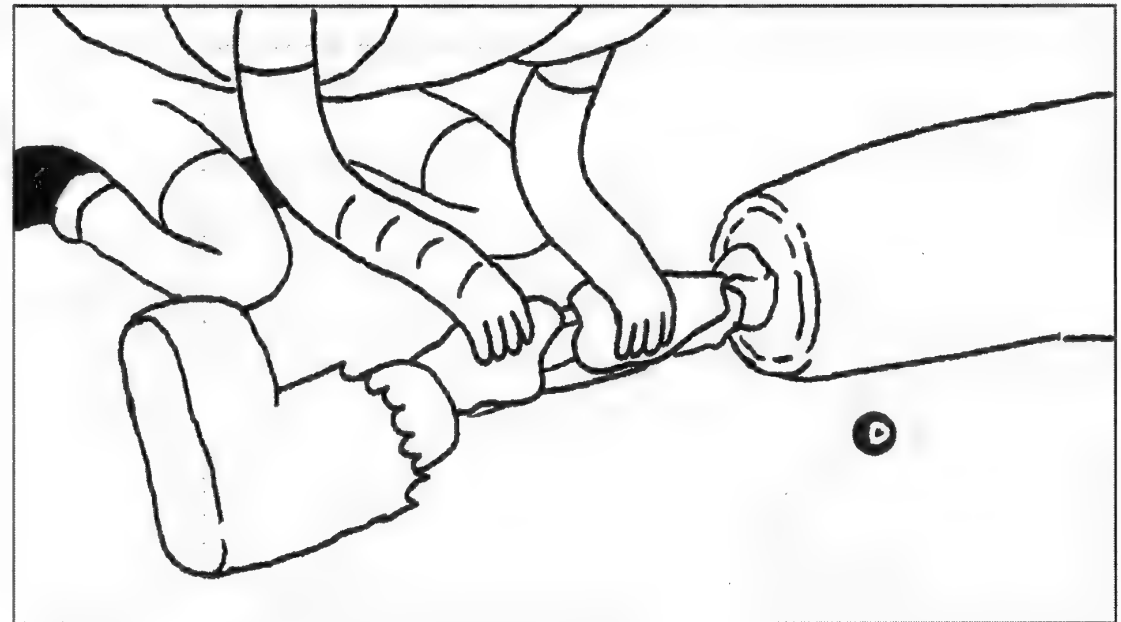


Sc. 93

Pnl. I

Bg.

day night



Dialog:

Ⓔ/ .. YECH..

Action:

RUBS IT INTO THE
BONE.

Ⓒ Ⓓ Ⓒ

Timing:

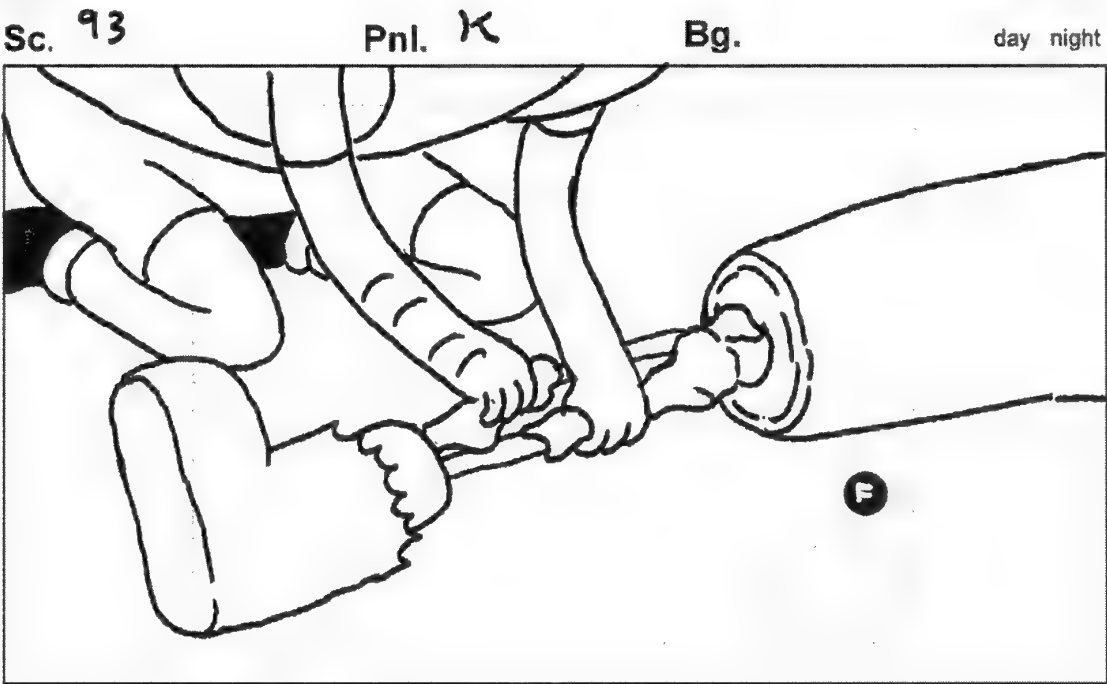
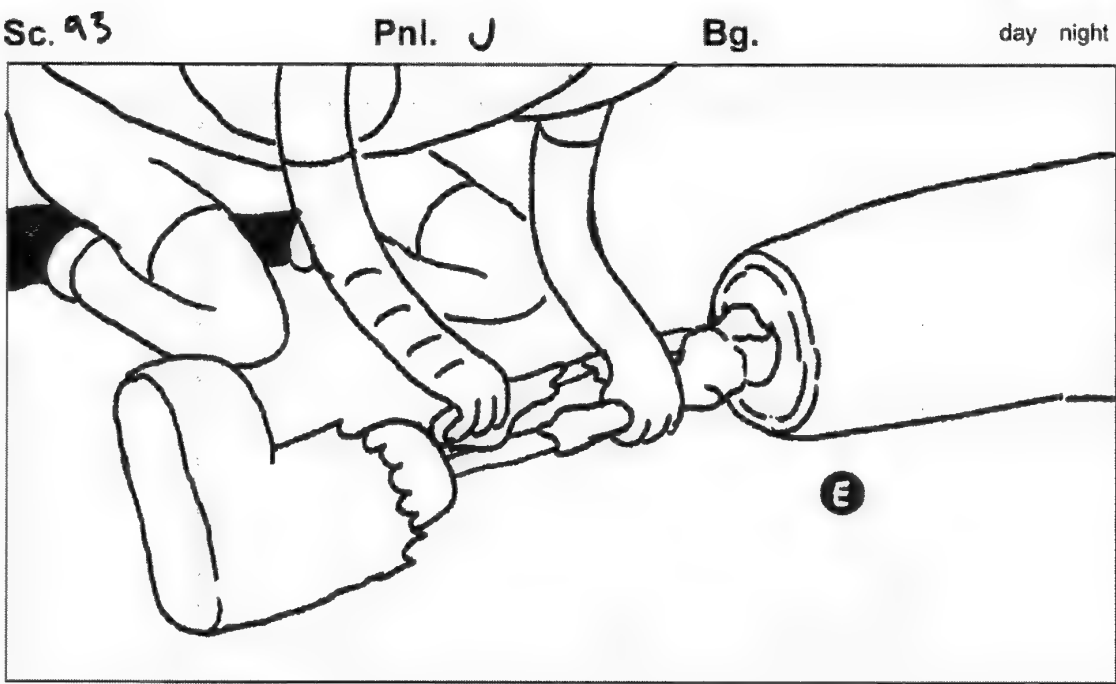
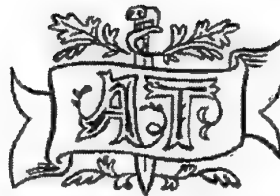
1025-163

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action: <div>E F E</div>
Timing:

ADVENTURE TIME

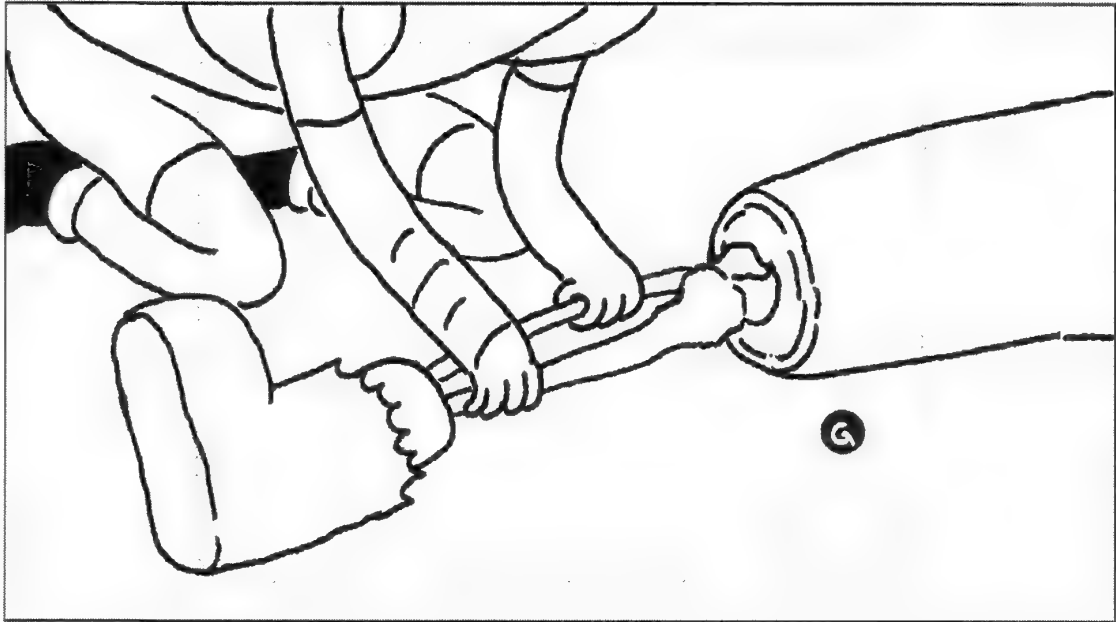


Sc. 93

Pnl. L

Bg.

day night



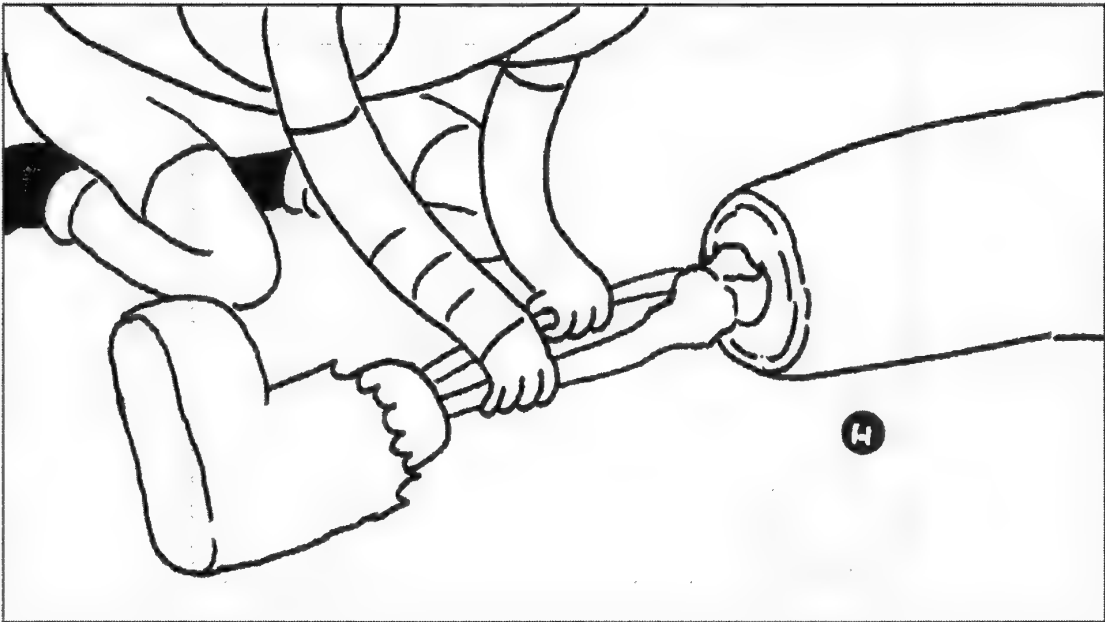
G

Sc. 93

Pnl. M

Bg.

day night



H

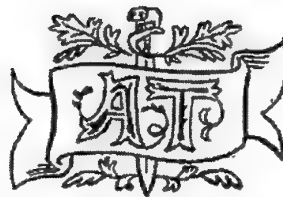
Dialog:
Action:
Timing:

G H G

EPISODE # 1025-163

Production :

ADVENTURE TIME

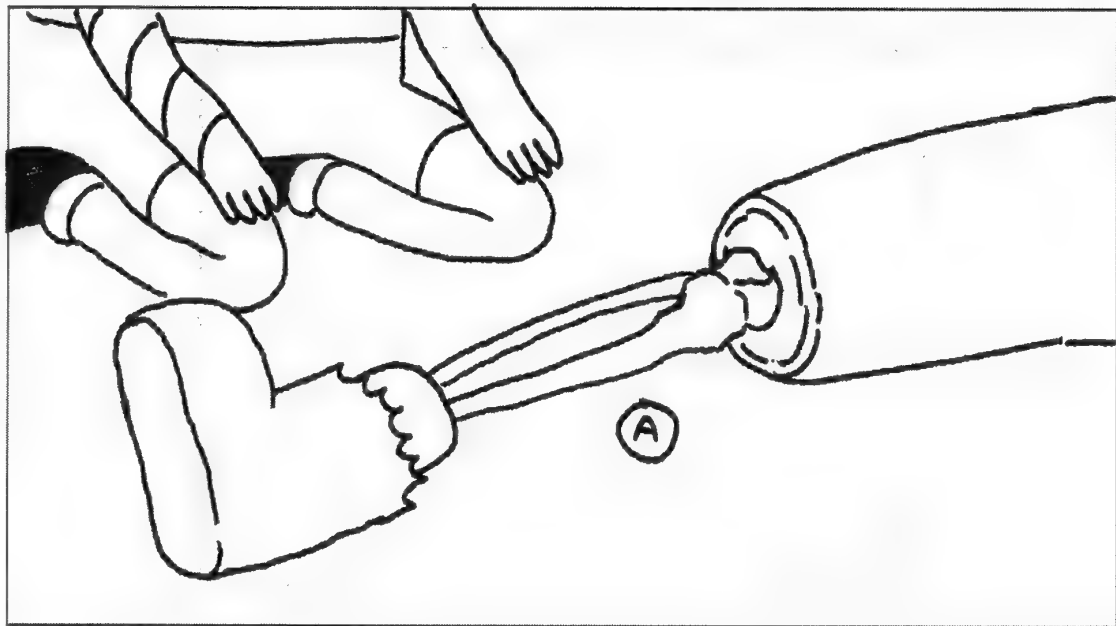


Sc. 93

Pnl. N

Bg.

day night

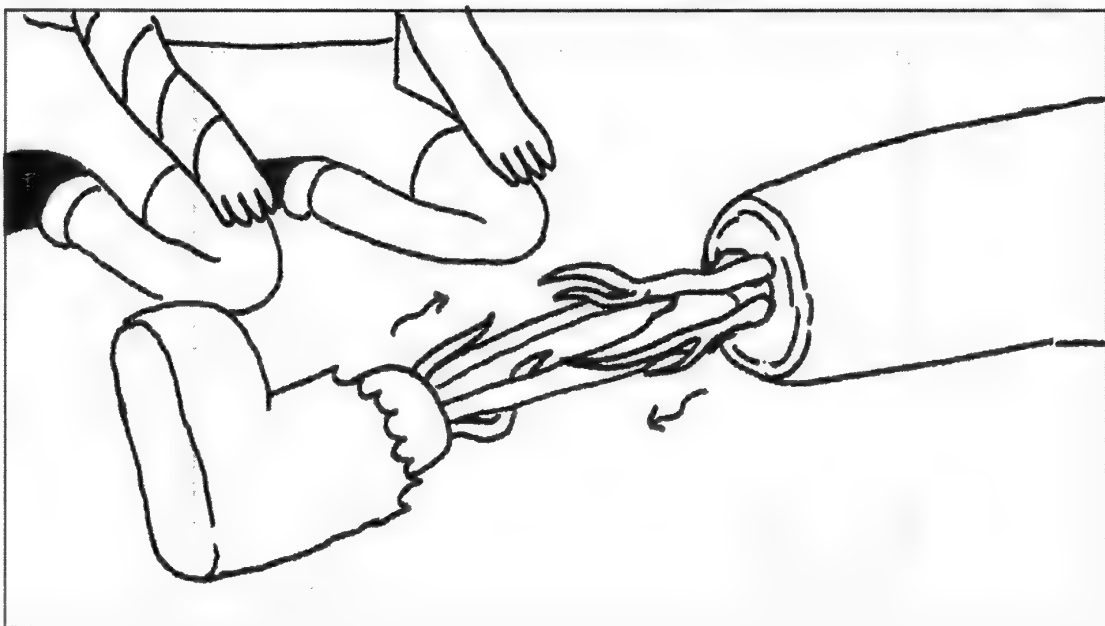


Sc. 13

Pnl. O

Bg.

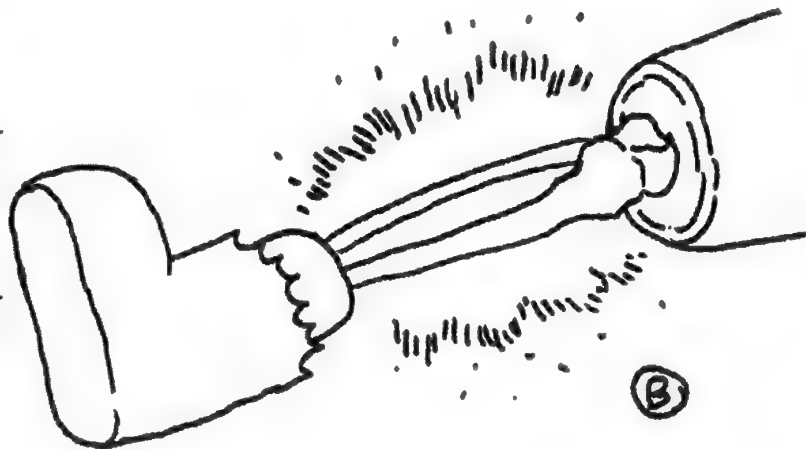
day night



Dialog:

Action:

Timing:



(A)(B)(A)

GLOWS
BRIEFLY

VEINS & ARTERIES
SNAKE IN,

EPISODE # 1025-163

Production :

ADVENTURE TIME

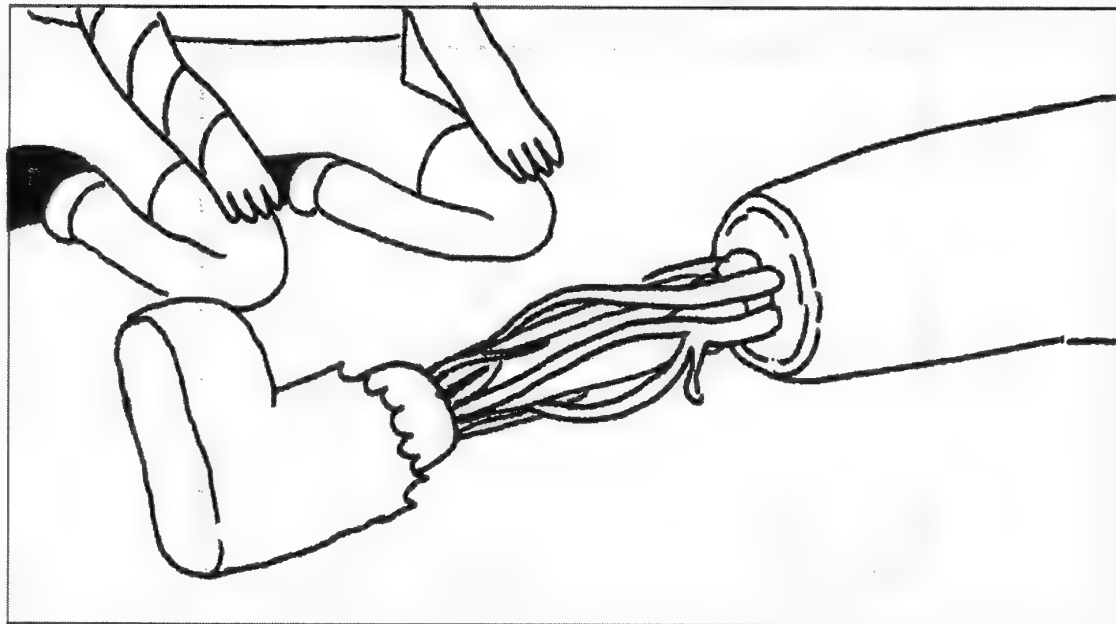


Sc. 93

Pnl. P

Bg.

day night

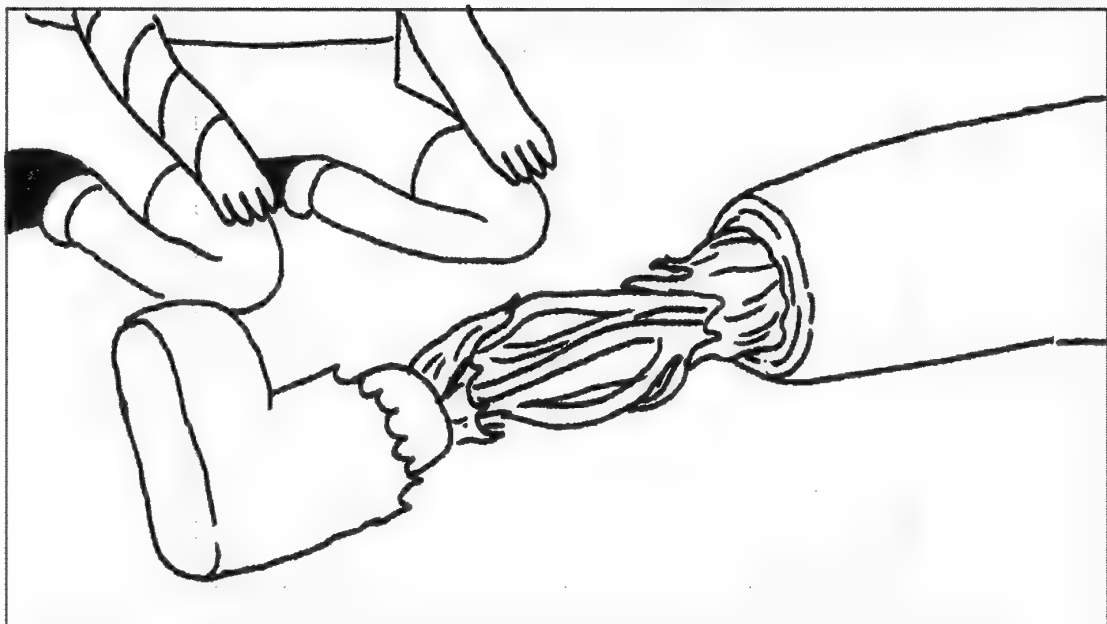


Sc. 93

Pnl. Q

Bg.

day night



Dialog:

Action:

- MUSCLES COME IN,
- VEINS & ARTERIES ARE STILL COMING IN

Timing:



ALL THE ANATOMY STUFF NEVER STOPS MOVING DURING THIS WHOLE GROWTH SEQUENCE! OVERLAPPING TOO, NO PAUSES.

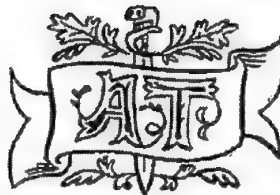


EPISODE #

1025-163

Production :

ADVENTURE TIME



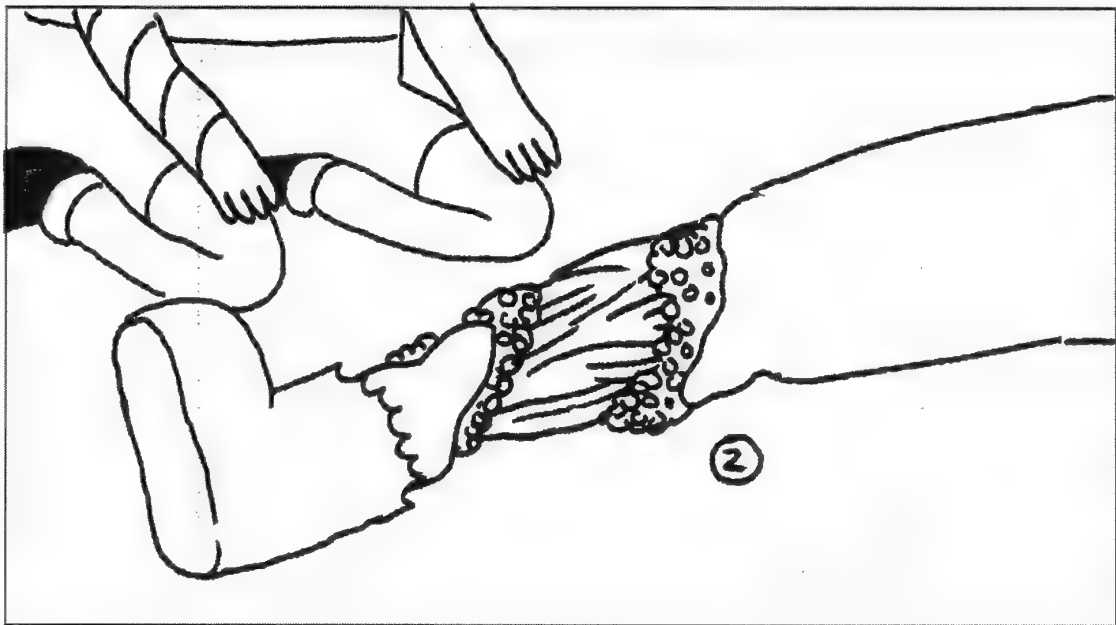
Page 109

Sc. 93

Pnl. R

Bg.

day night

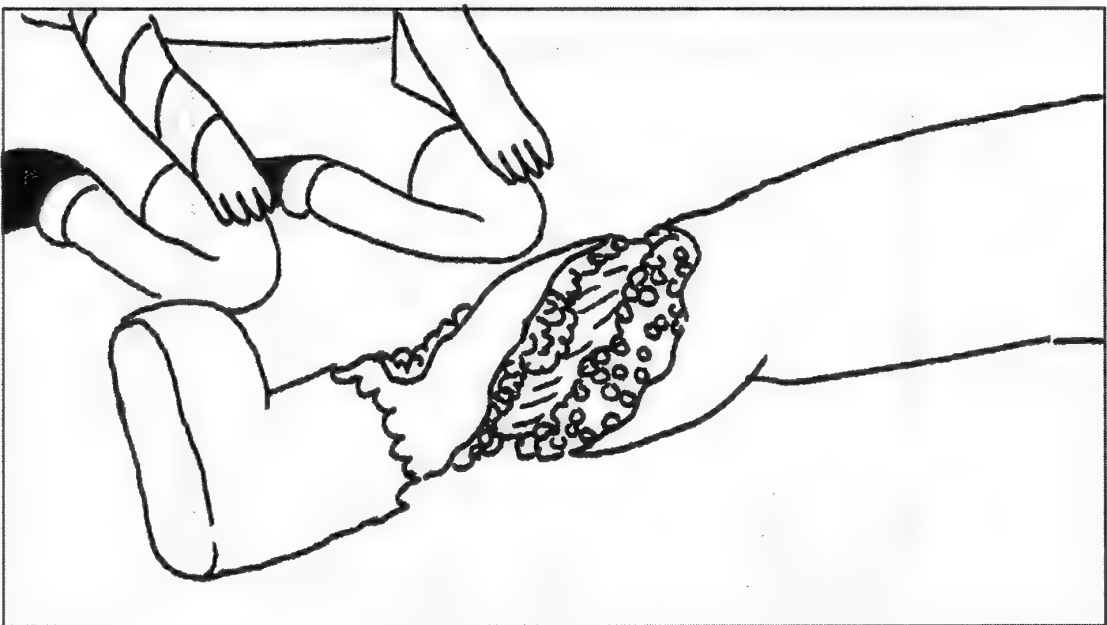


Sc. 93

Pnl. S

Bg.

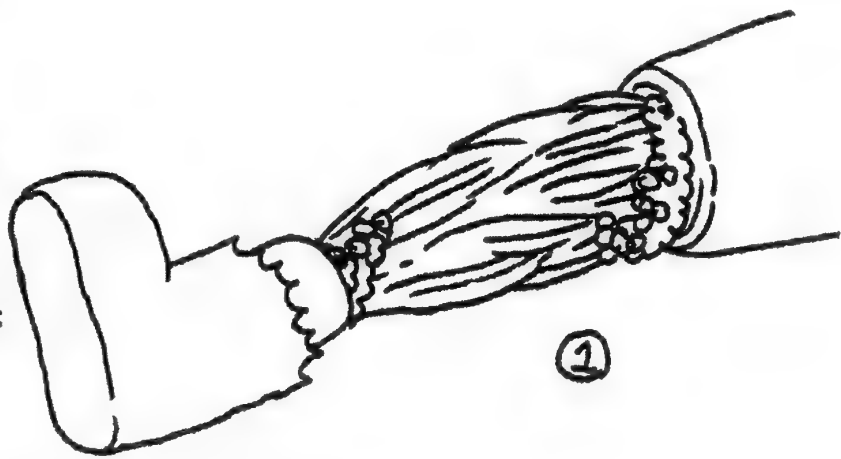
day night



Dialog:

Action:

Timing:



MUSCLES FILL UP, BUTTERY
FAT COMES IN, FOLLOWED BY SKIN.

Production :

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ADVENTURE TIME

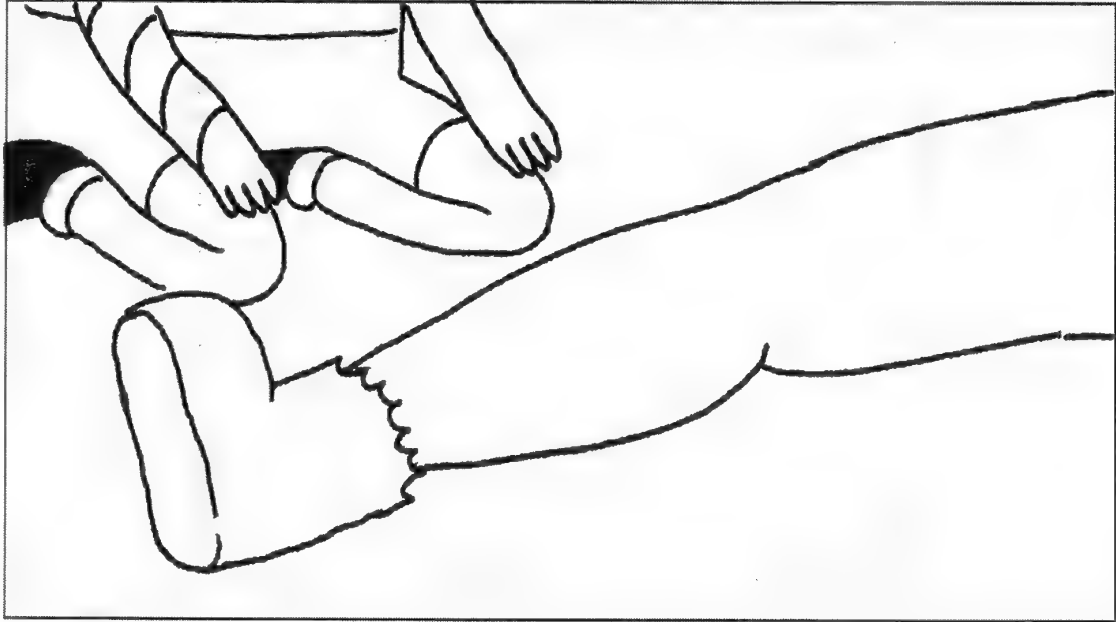


Sc. 93

Pnl. T

Bg.

day night

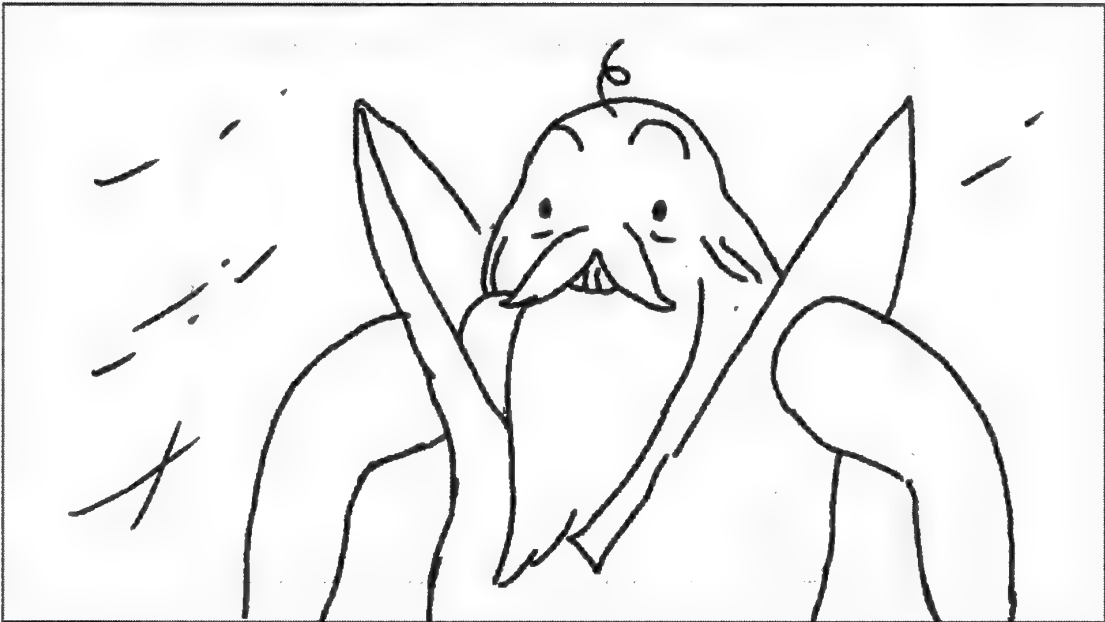


Sc. 94

Pnl. A

Bg.

day night



Dialog:

Action:

≡ DONE ! ≡

≡ STARTING POS. ≡

Timing:

EPISODE # 1025-163

Production :

ADVENTURE TIME

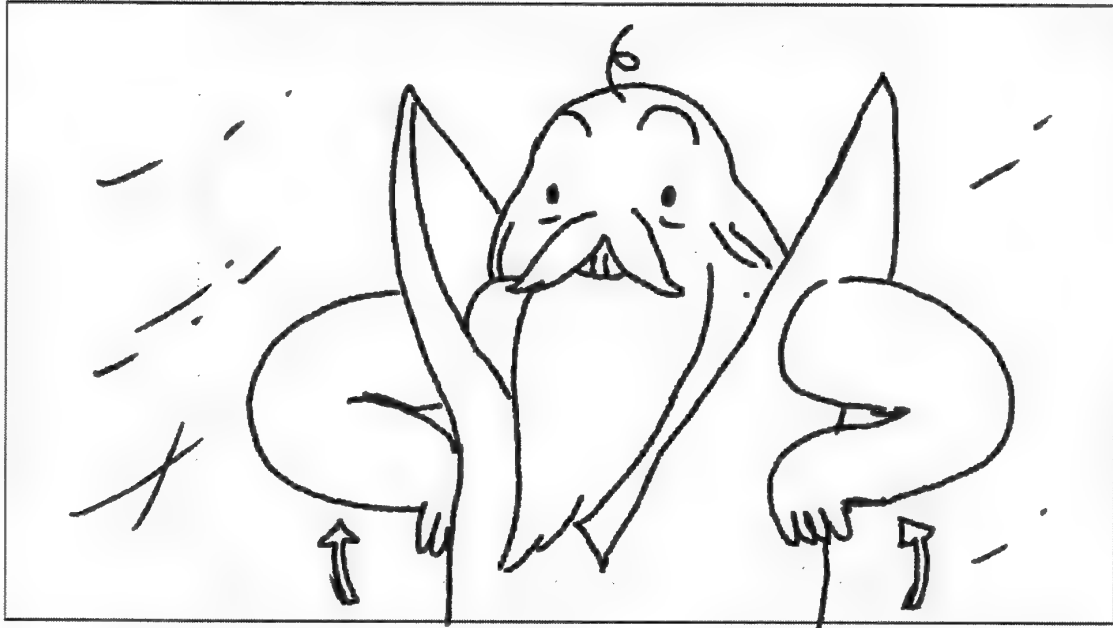


Sc. 94

Pnl. B

Bg.

day night

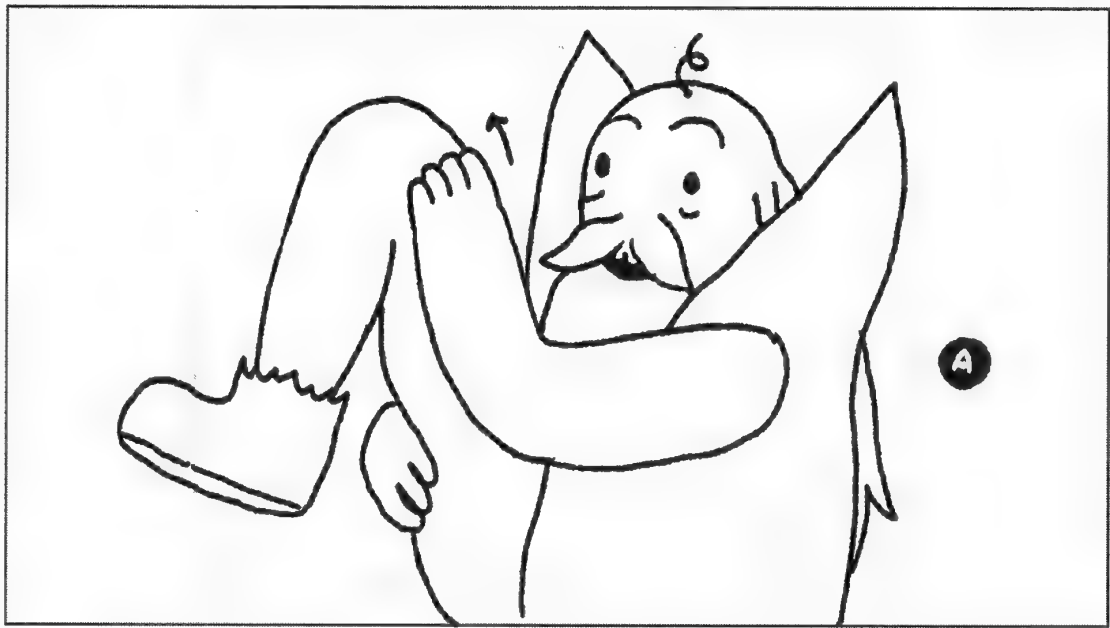


Sc. 94

Pnl. C

Bg.

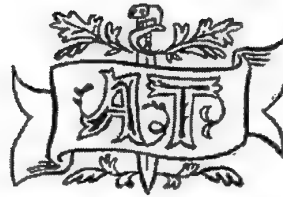
day night



Dialog:	①/ WHOA WOULD'YA LOOK AT THAT.	②/ SMOOTH LIKE NEW!
Action:		
Timing:		

RUBBIN' IT

ADVENTURE TIME

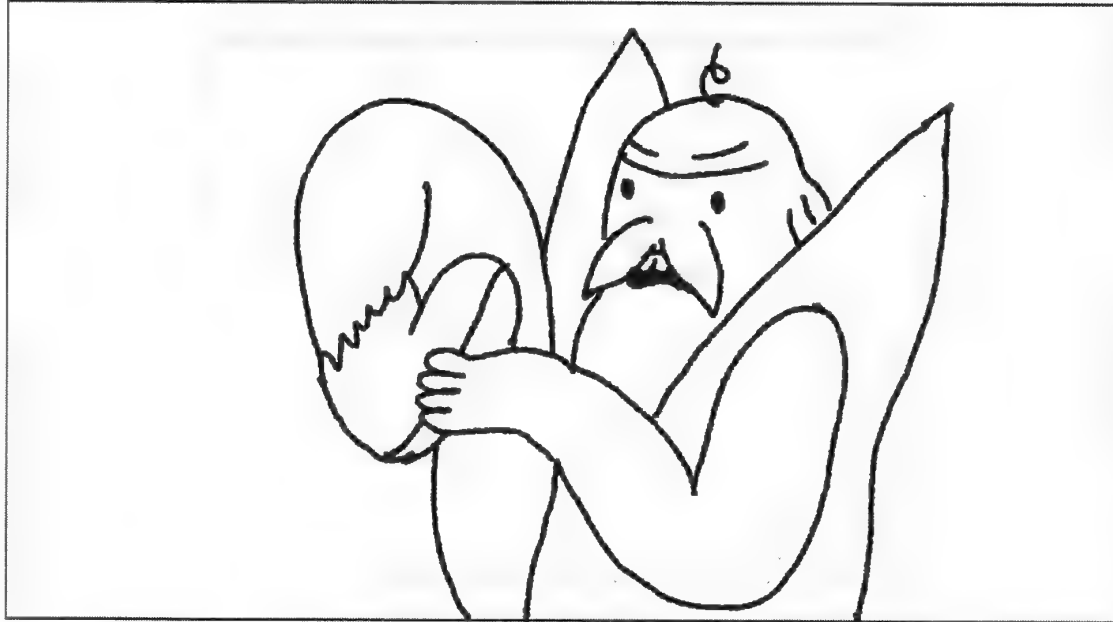


Sc. 94

Pnl. D

Bg.

day night

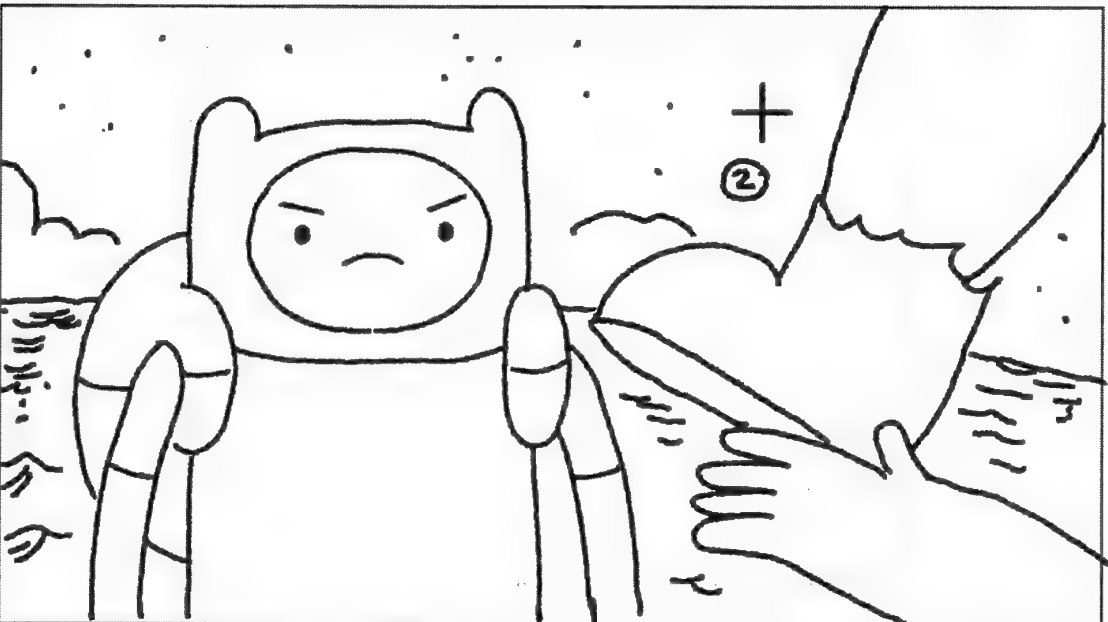


Sc. 95

Pnl. A

Bg.

day night



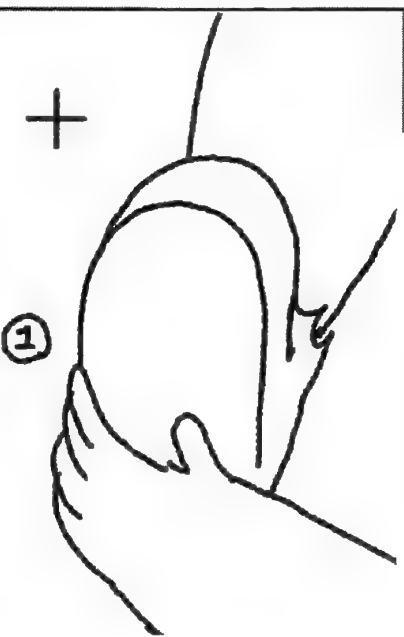
Dialog:

①/ TCH! =

Action:

Timing:

①/ COULDN'T FIX
THE BOOT TOO,
HUH?



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ADVENTURE TIME

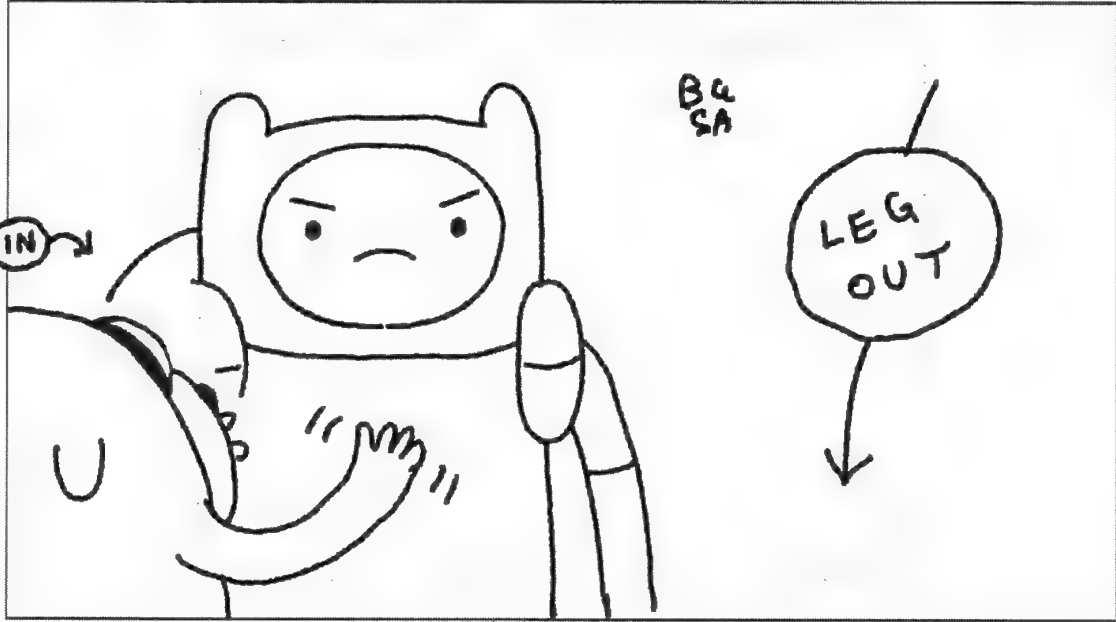


Sc. 95

Pnl. B

Bg.

day night

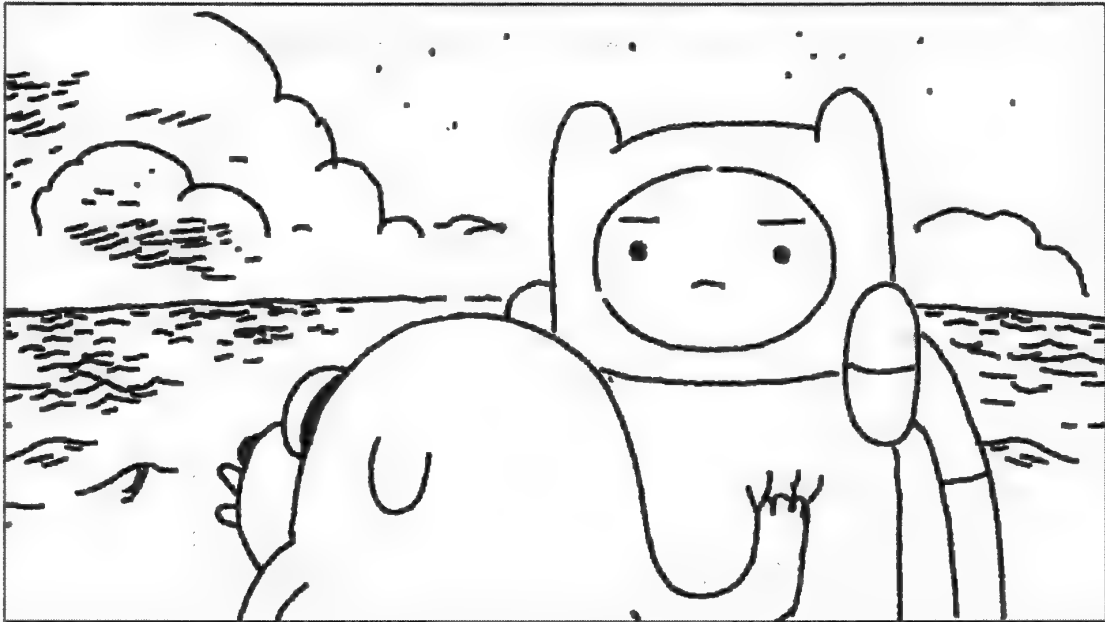


Sc. 95

Pnl. C

Bg.

day night



Dialog:

①/ DUDE!!!

①/ S'MORES IMPORTANT
JUNK HAPPENIN'!!!

Action:

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



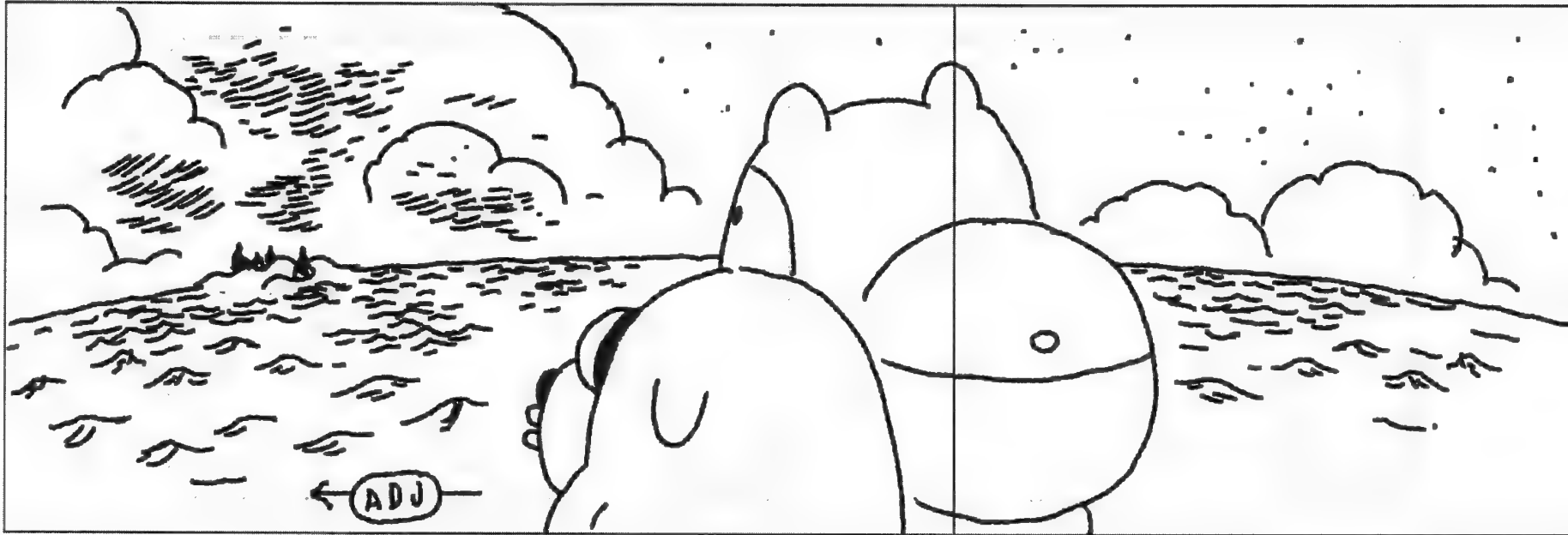
Page 114

Sc. 95

Pnl. D

Bg.

day night



BG POS.
OF PANELS
A & B.

1025-163

EPISODE #

Dialog:

Q/ LOOK!

Action:

- FINN TURNS
- DARK CLOUDS
- FIERY, ROILING WATER

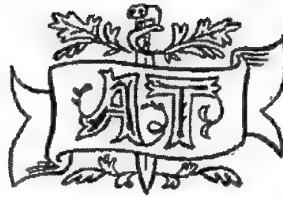
Timing:

MIGHT
NOT BE
NECESSARY!

-SW.

Production :

ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night

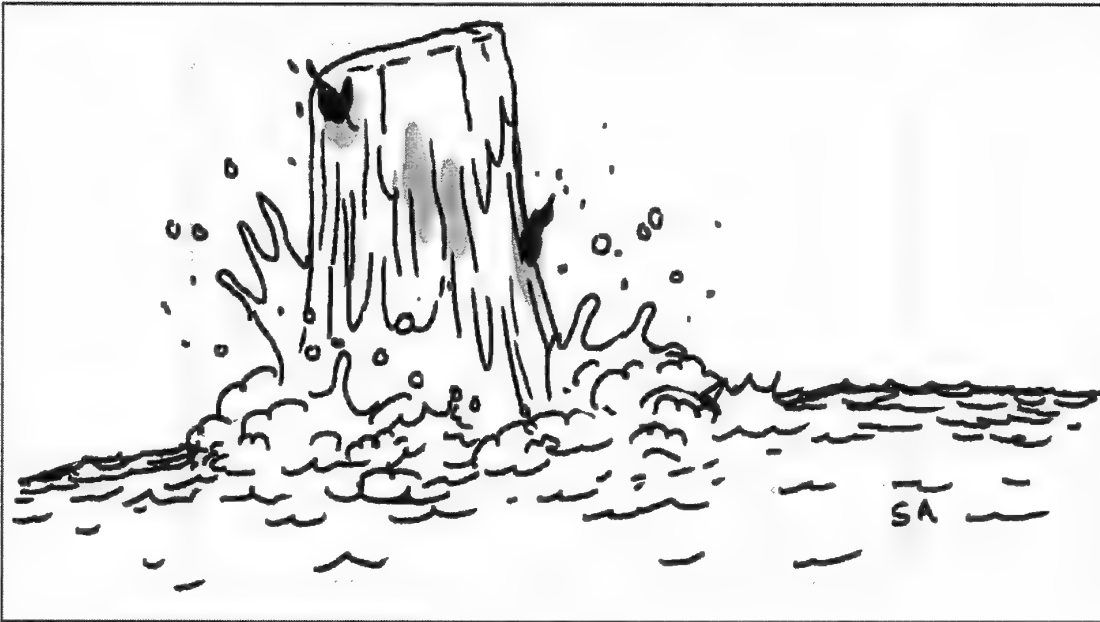


Sc. 96

Pnl. B

Bg.

day night



Dialog:

(SFX) / BPLBLPPBLLBBL

(SFX) / SCHPSH! ~

Action:

BOILING , LICKS OF BLACK FLAME,
JACUZZI STYLE BOILING.

CRYSTAL COMES UP,

Timing:

Production :

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ADVENTURE TIME



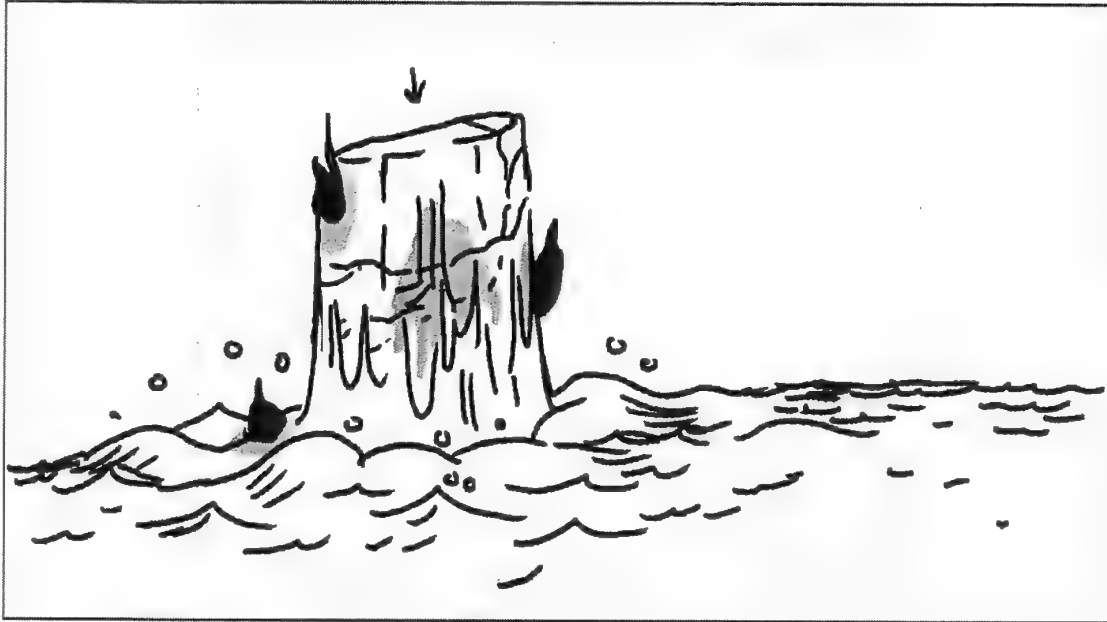
Page 116

Sc. 96

Pnl. C

Bg.

day night

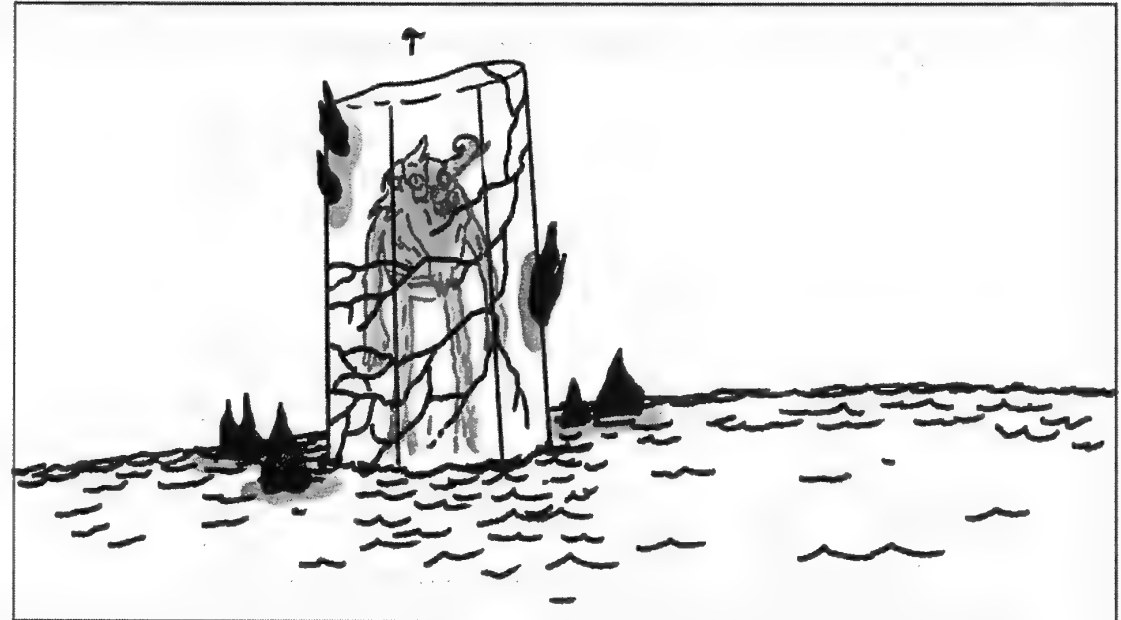


Sc. 96

Pnl. D

Bg.

day night



Dialog:

Action:

WAVES PUSH OUT

BOBS A COUPLE OF
TIMES MORE, TO SETTLE.

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



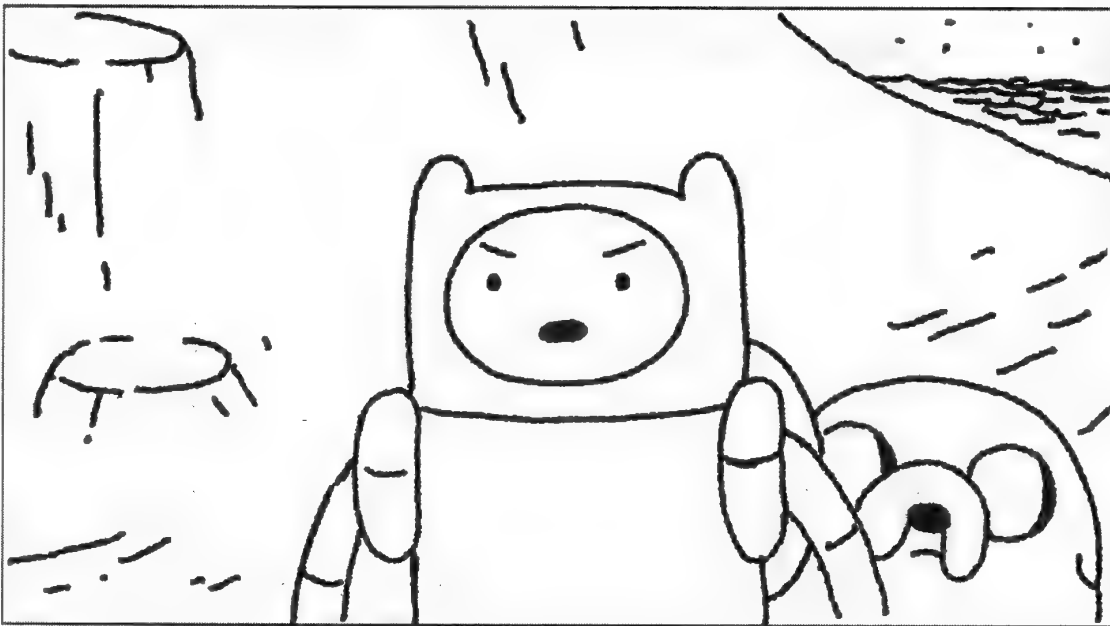
Page 117

Sc. 97

Pnl. A

Bg.

day night

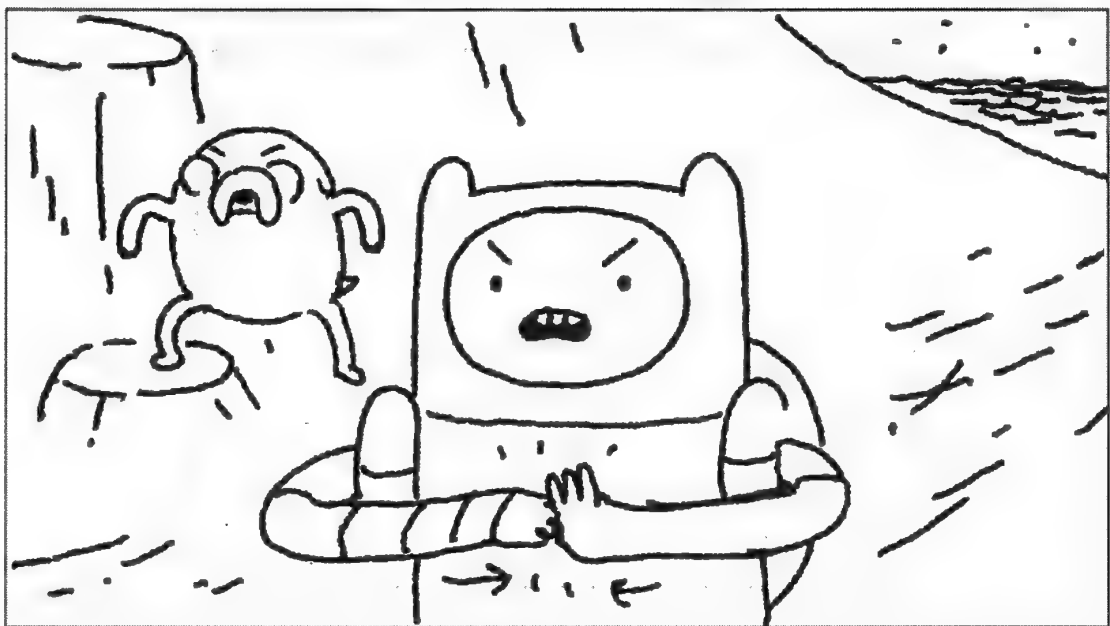


Sc. 97

Pnl. B

Bg.

day night



Dialog:

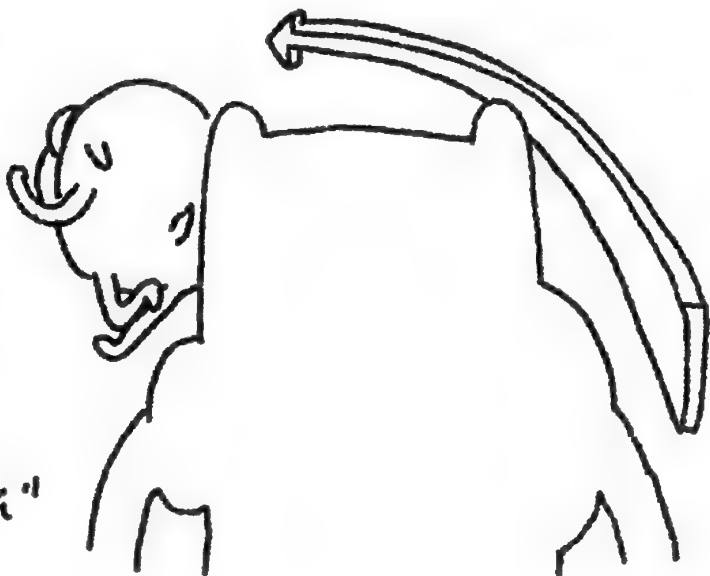
Ⓔ/ IT'S TIME TO PEEL BANANAS
ON THIS FOOL...

Action:

PUNCHES
HIS HAND
TWICE.

Timing:

THIS ISN'T A
"PACIFIC RIM THING"
Now is it?



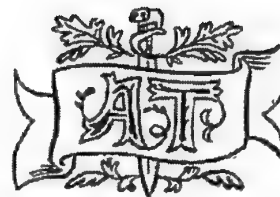
EPISODE #

1025-163

Production :

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ADVENTURE TIME



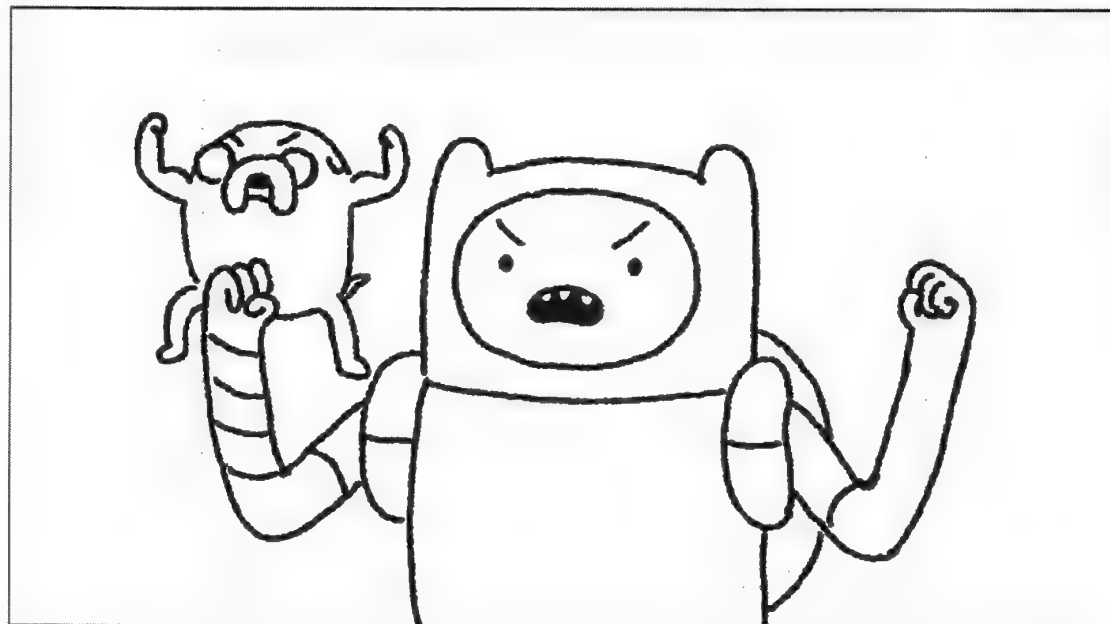
Page 118

Sc. 97

Pnl. C

Bg.

day night

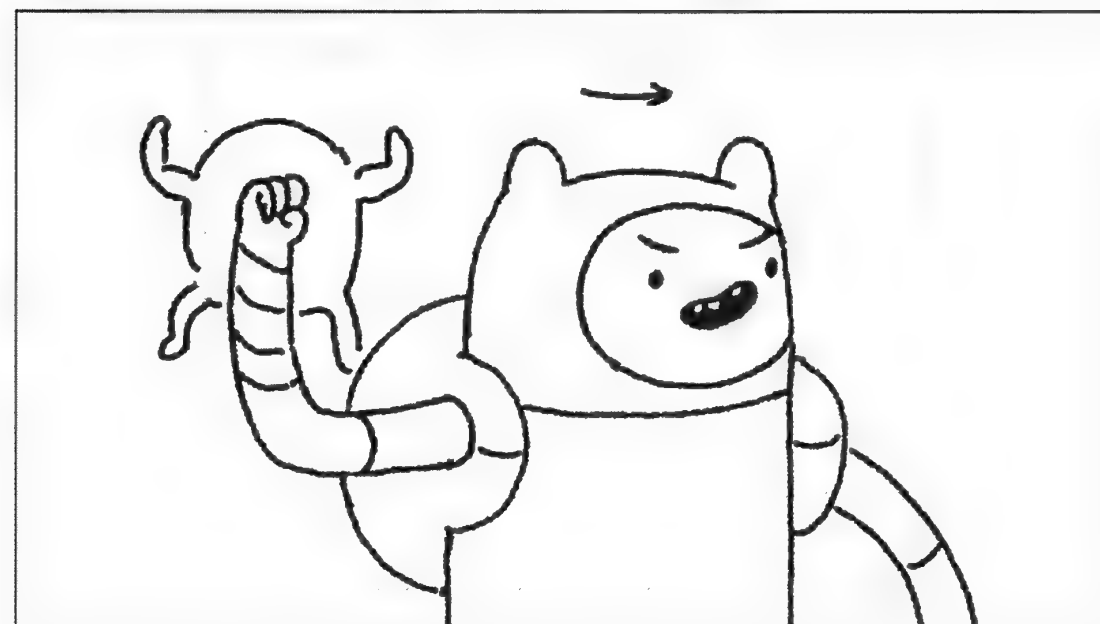


Sc. 97

Pnl. D

Bg.

day night



Dialog:

Ⓕ/ AS A FAMILY!

ALT: "TOGETHER!"

Ⓕ/ HOW 'BOUT IT, MARTIN?

Action:

ALT:
"DAD"

Timing:

IS FINN'S ARM OVER
JAKE DISTRACTING? -5W

Production :

EPISODE #

1025-163

ADVENTURE TIME



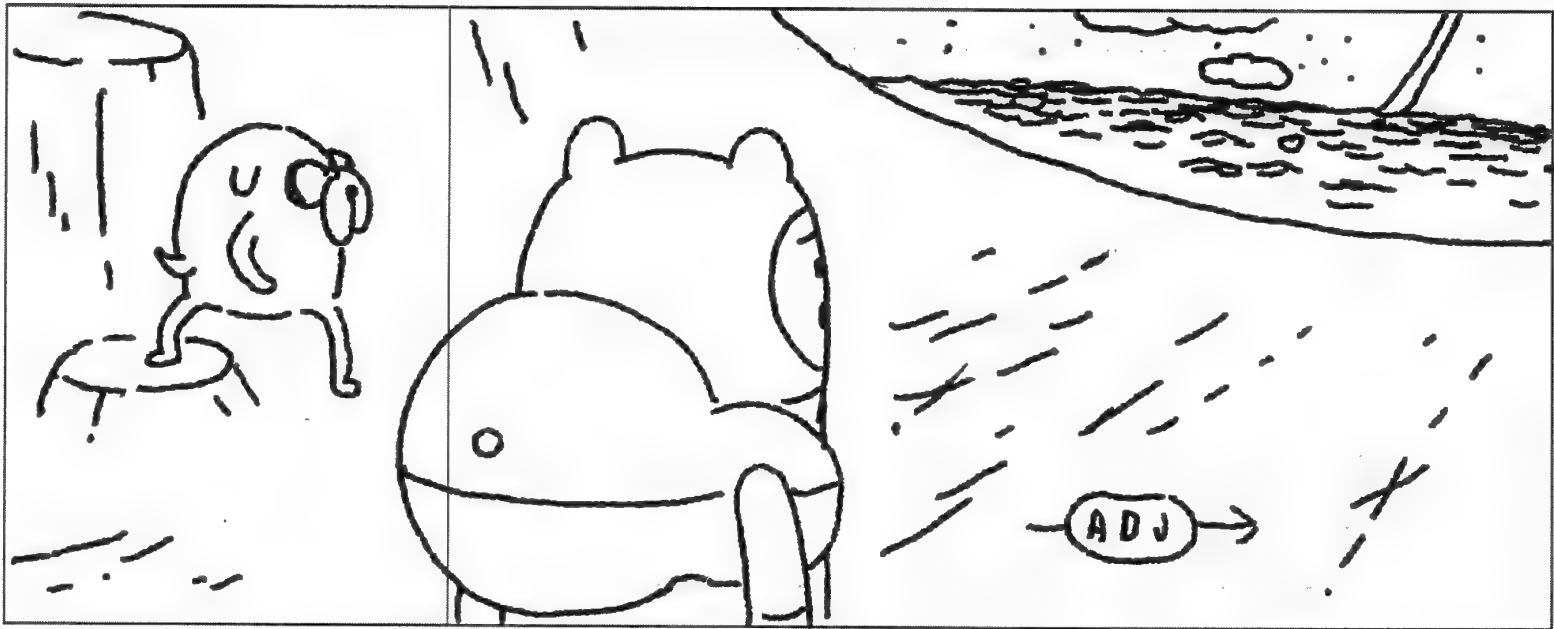
Sc. 97

Pnl. E

Bg.

day night

Page 119



Dialog:

ⓔ / ... DAD?

Action:

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



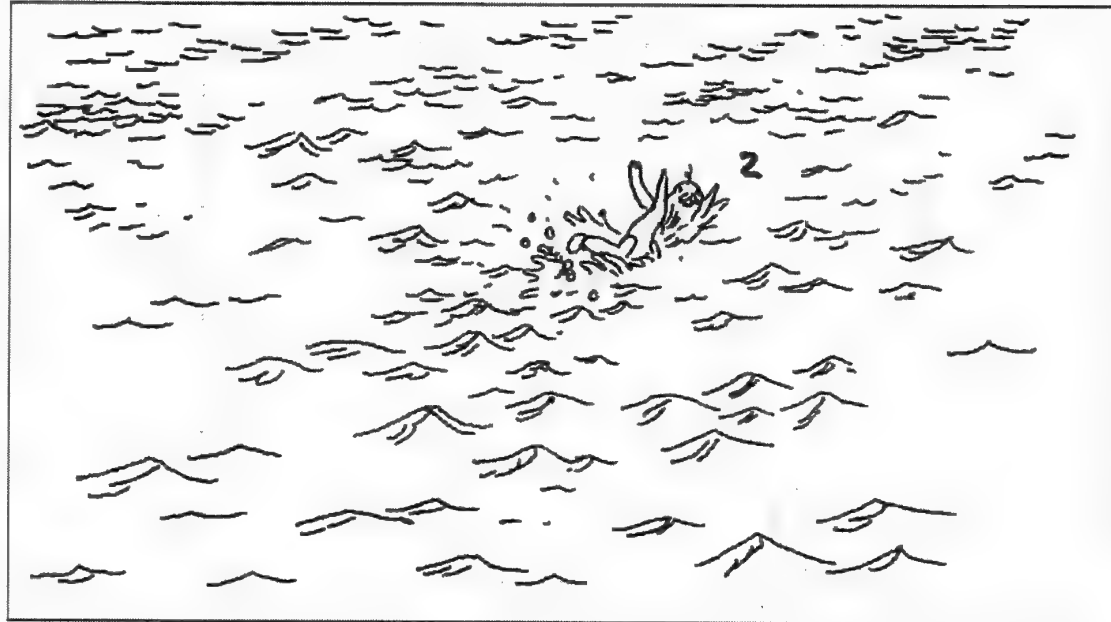
Page 120

Sc. 98

Pnl. A

Bg.

day night



Sc. 99

Pnl. A

Bg.

day night



Dialog:

ⓐ/ I GOTTA RUN TO
THE STORE!

Action:

SWIMMING
AWAY.

Timing:



ⓕ/ HRM.

+

ⓐ STARTING POS.



EPISODE #

1025-163

Production :

ADVENTURE TIME



Sc. 99

Pnl. B

Bg.

day night

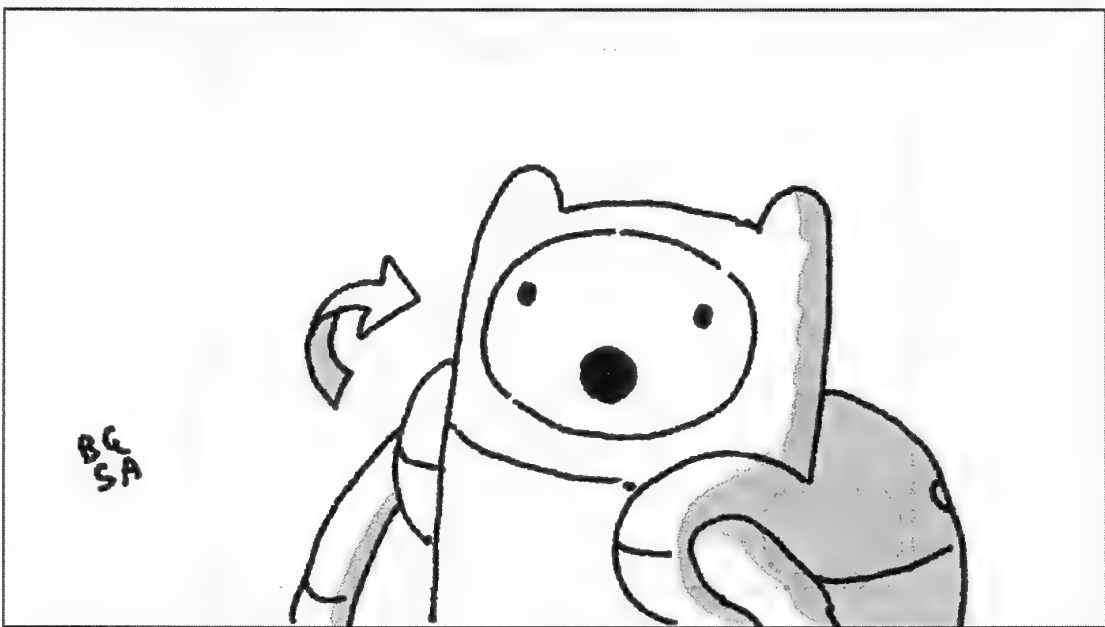


Sc. 99

Pnl. C

Bg.

day night



Dialog:

(SFX) / PRCHOW!

(F) / HH!

Action:

Timing:

EPISODE #

Production :

1025-163

ADVENTURE TIME



Page 122

Sc. 160

Pnl. **A**

Bg.

day night

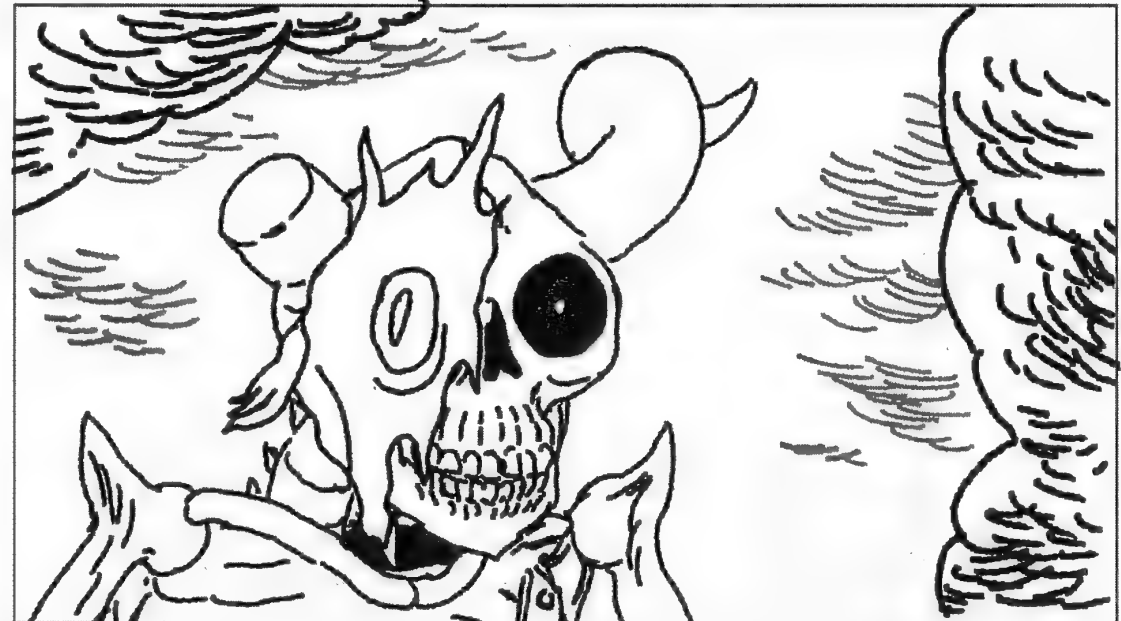


Sc. 161

Pnl. **A**

Bg.

day night



Dialog:

(SFX) FIRE ROARING

Action:

**THE LICH.
(THE AFTERMATH OF AN
ENORMOUS EXPLOSION)**

STEPS FORWARD.

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME

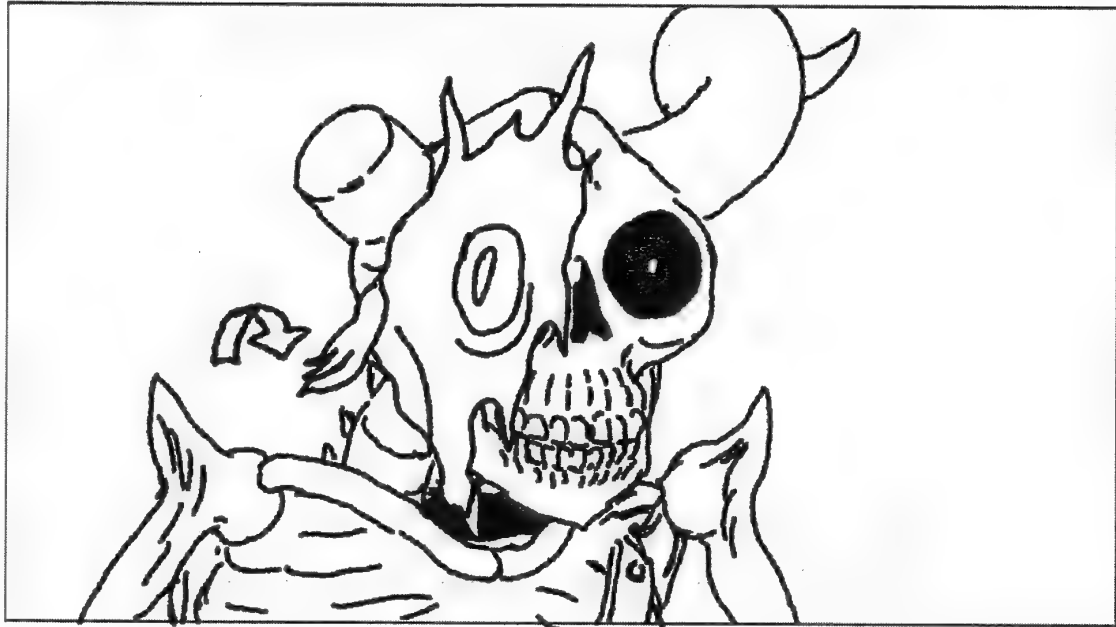


Sc. 101

Pnl.

Bg.

day night

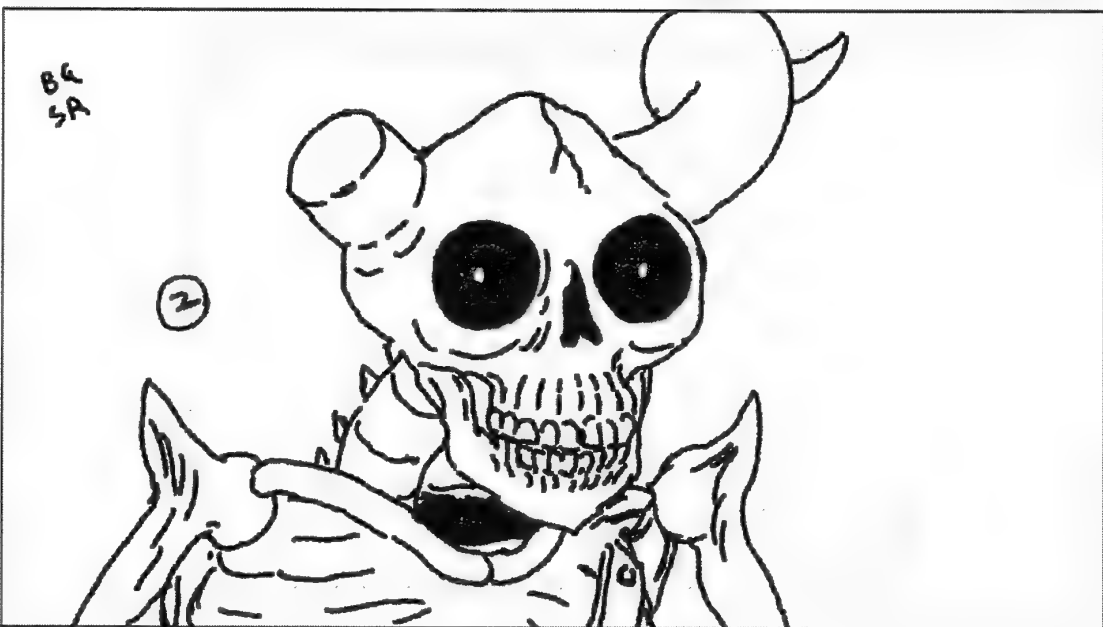


Sc. 101

Pnl. B

Bg.

day night



Dialog:

Action:

STEPS FORWARD.

Timing:

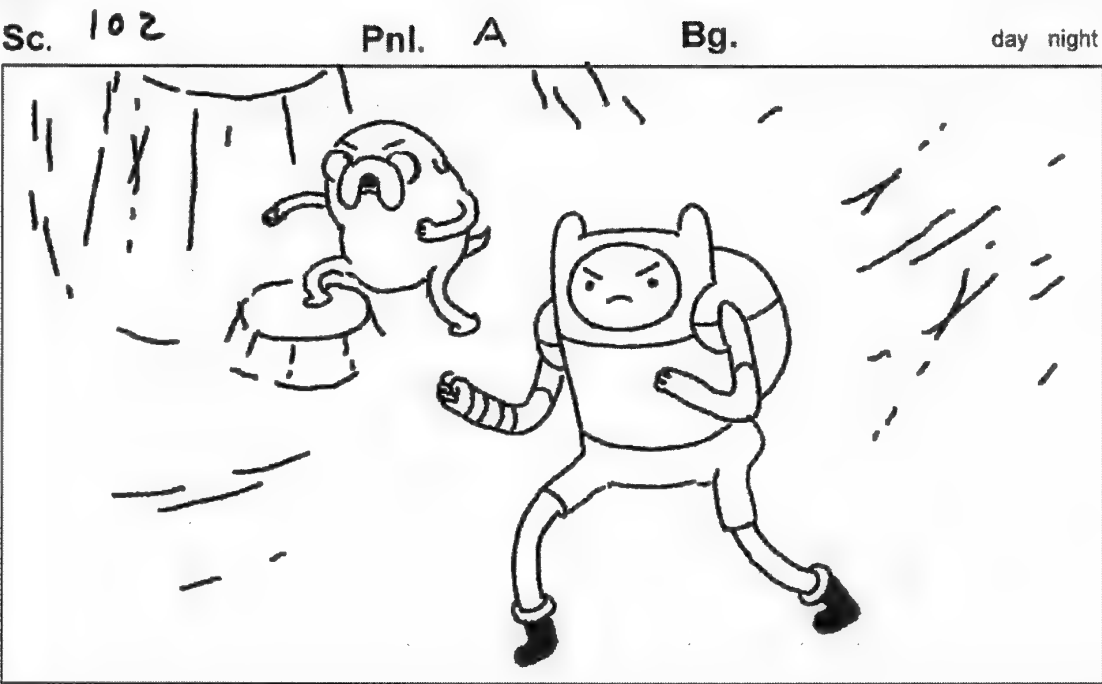
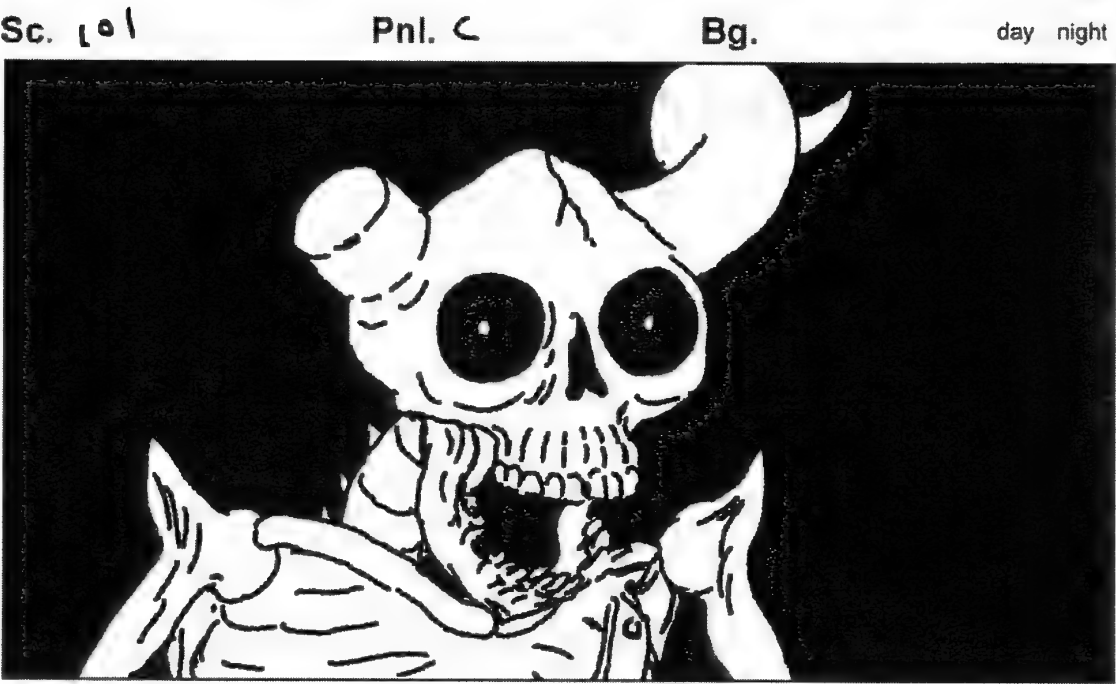


EPISODE #

Production :

1025-163

ADVENTURE TIME



Dialog:
①/ <u>FALL.</u>
Action:
Timing:

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ADVENTURE TIME

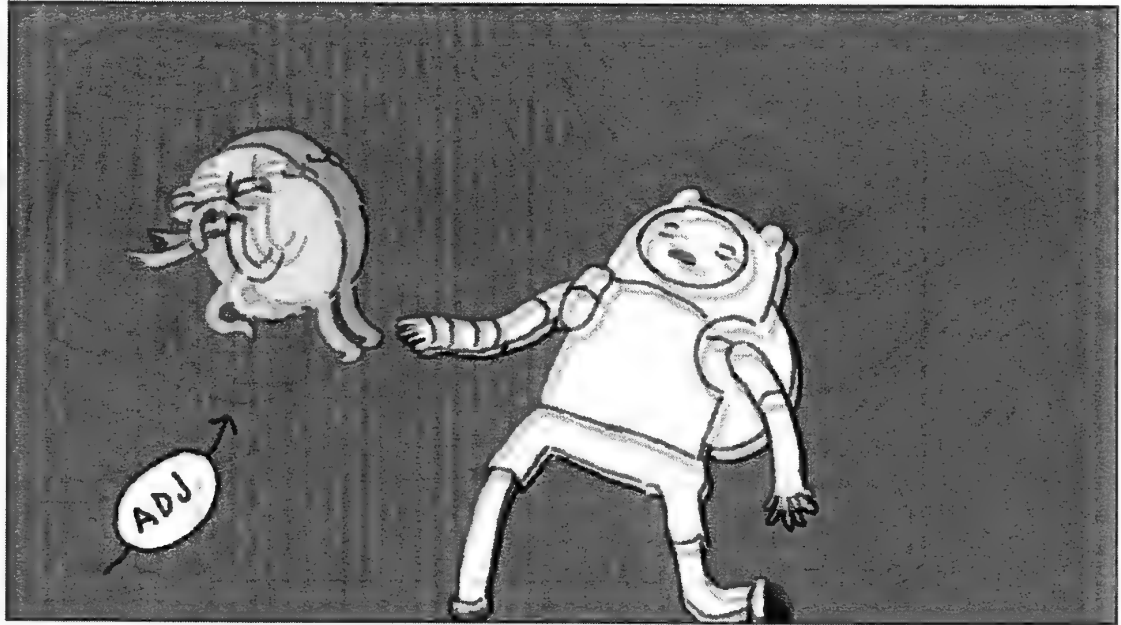


Sc. 102

Pnl. B

Bg.

day night

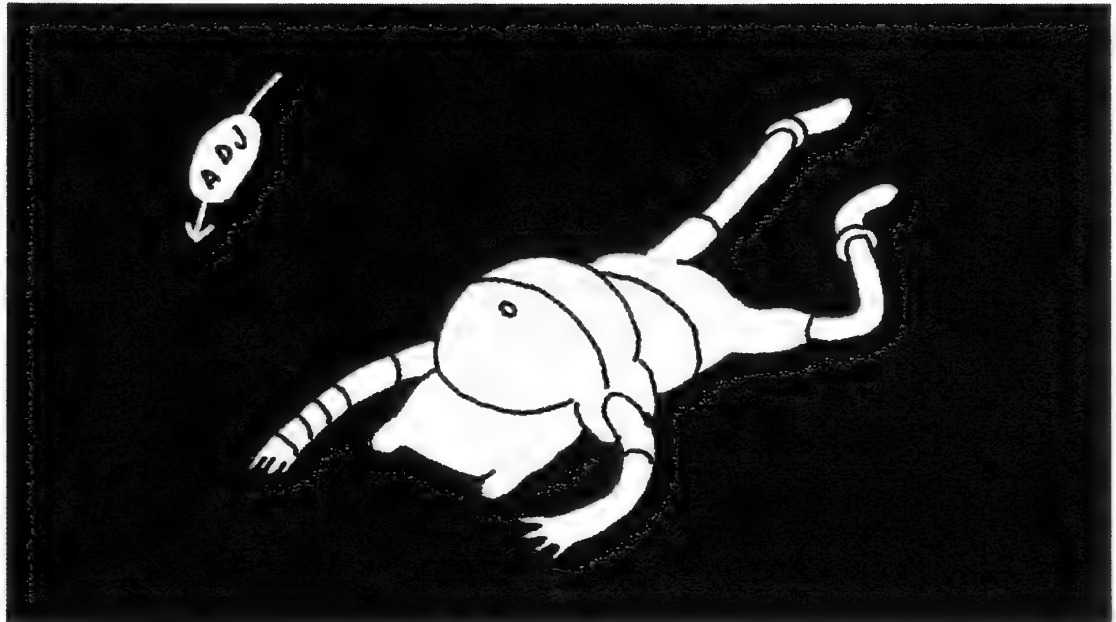


Sc. 102

Pnl. C

Bg.

day night



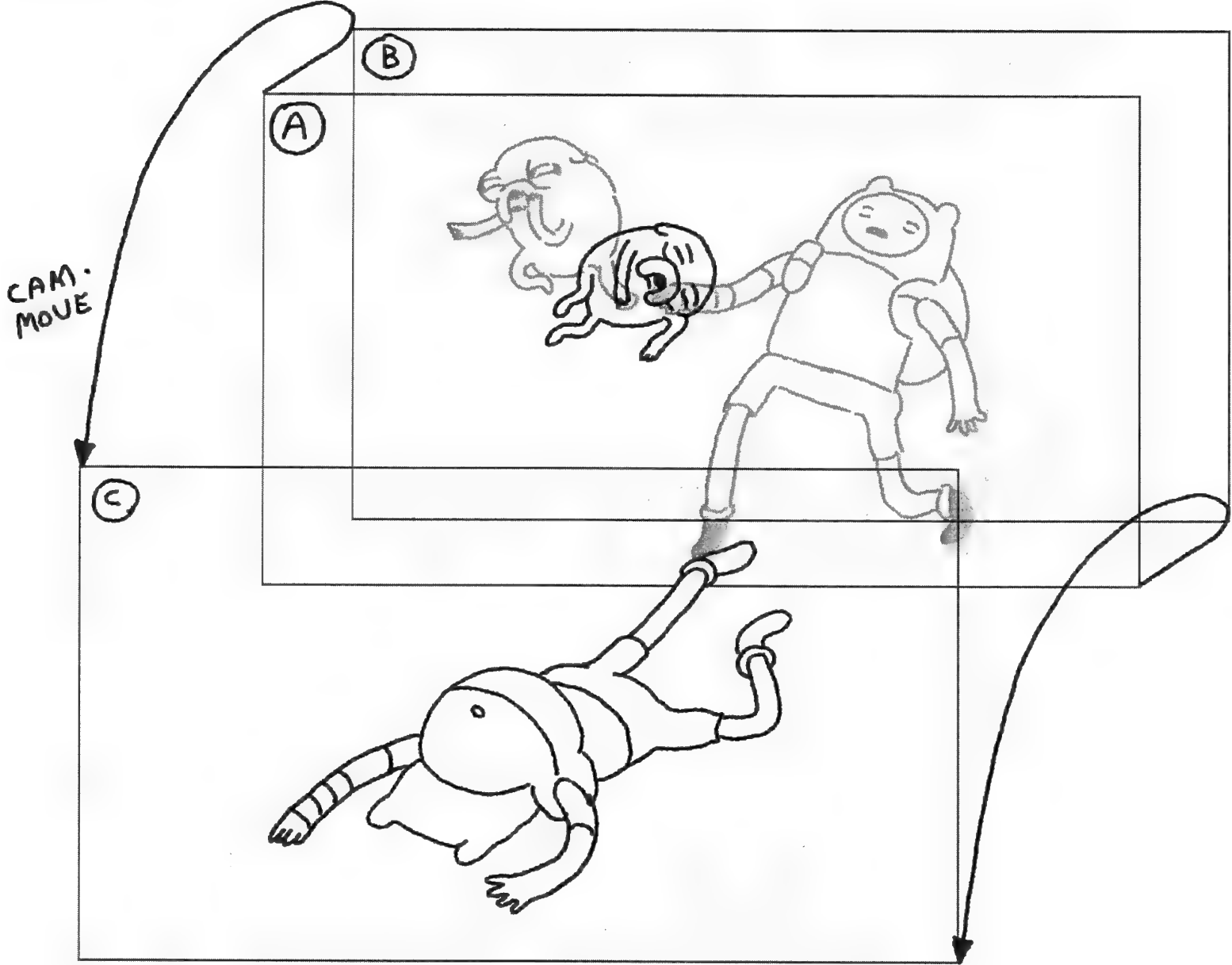
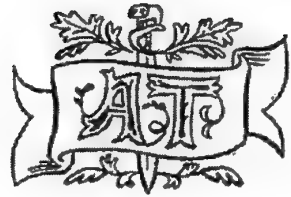
Dialog:		
Action:		PASSES OUT!
Timing:		

1025-163

EPISODE #

Production :

ADVENTURE TIME



Production :

EPISODE #

1025-163

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ADVENTURE TIME

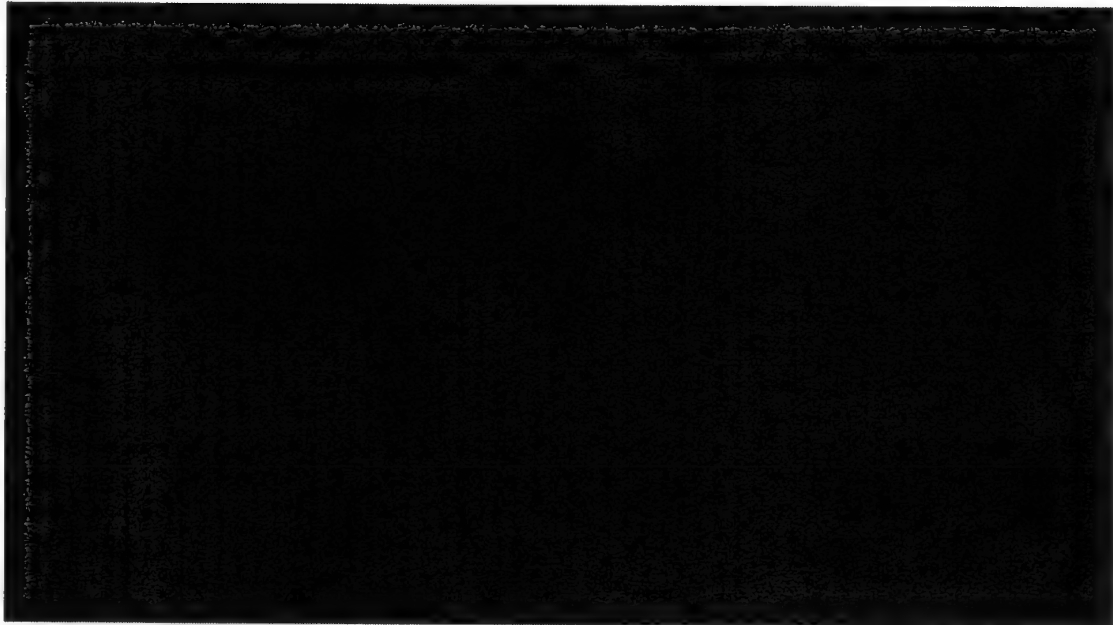


Sc. 102

Pnl. D

Bg.

day night

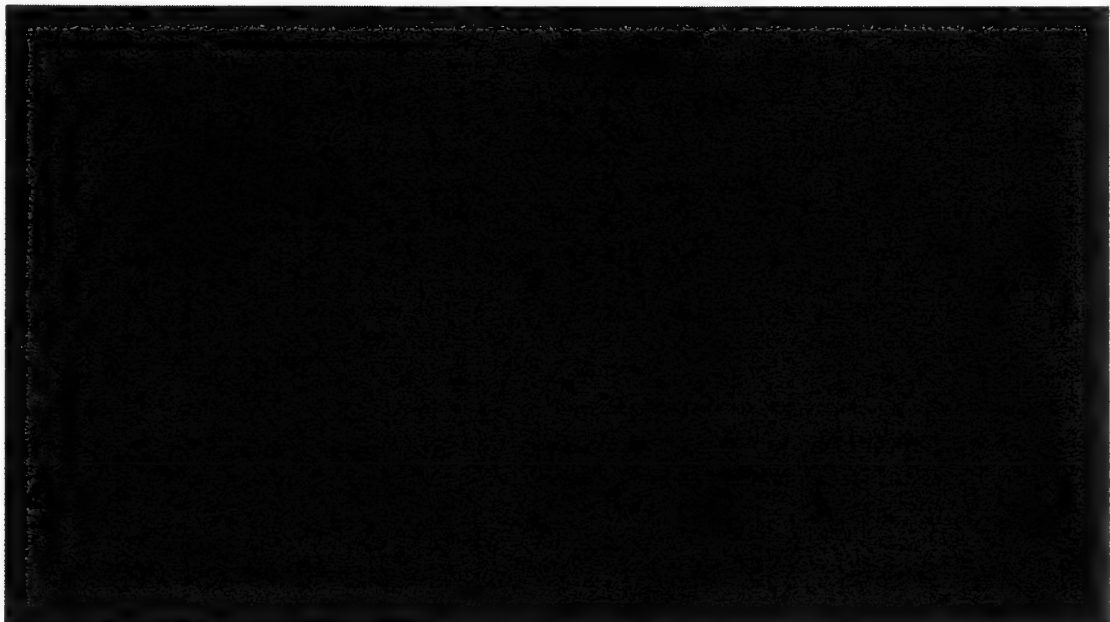


Sc. 103

Pnl. A

Bg.

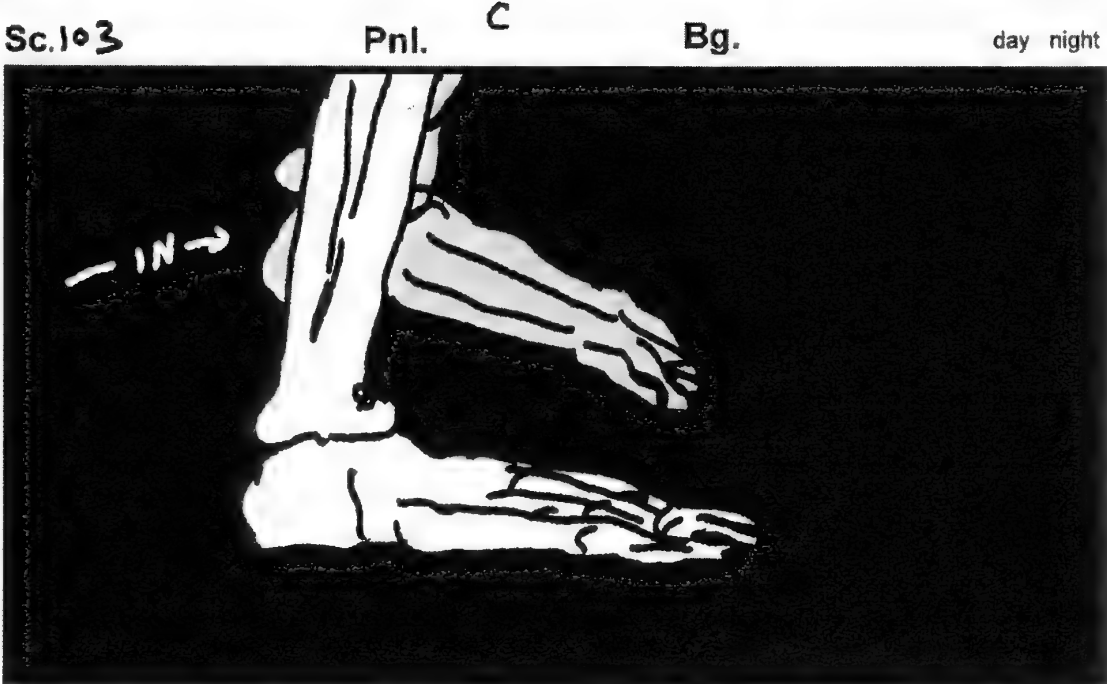
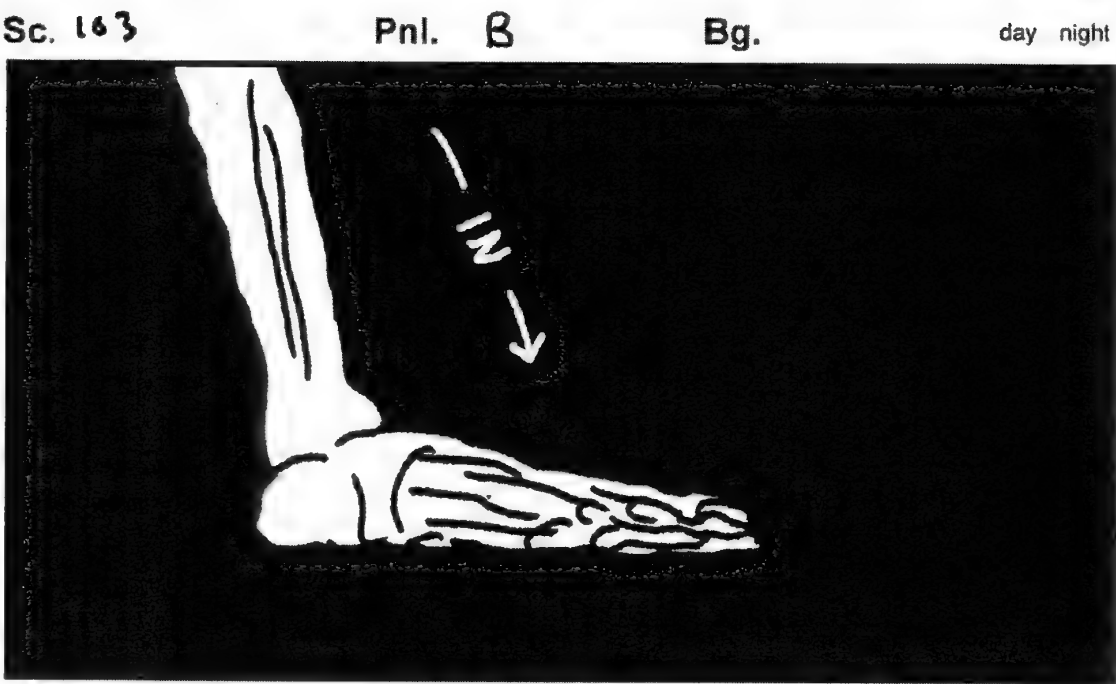
day night



Dialog:	(SFX) / THROUGH THE WHOLE SEQUENCE, MAYBE A LOW RUMBLE, OR WHITE NOISE. UNSETTLING, OR "FRANKIE TEARDROP" STYLE.
Action:	FADE TO BLACK.
Timing:	

EPISODE # 1025-163
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

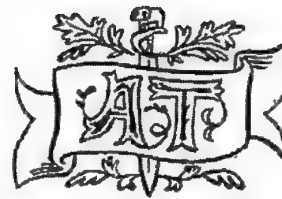
1025-163

EPISODE #

Production :

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ADVENTURE TIME



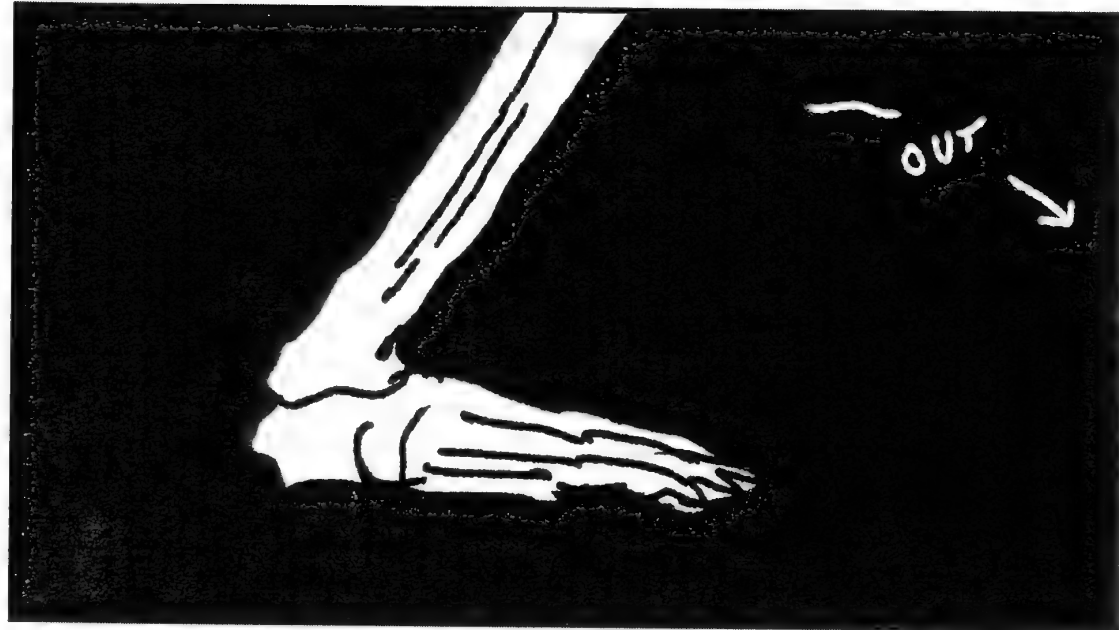
Page 129

Sc. 103

Pnl. D

Bg.

day night

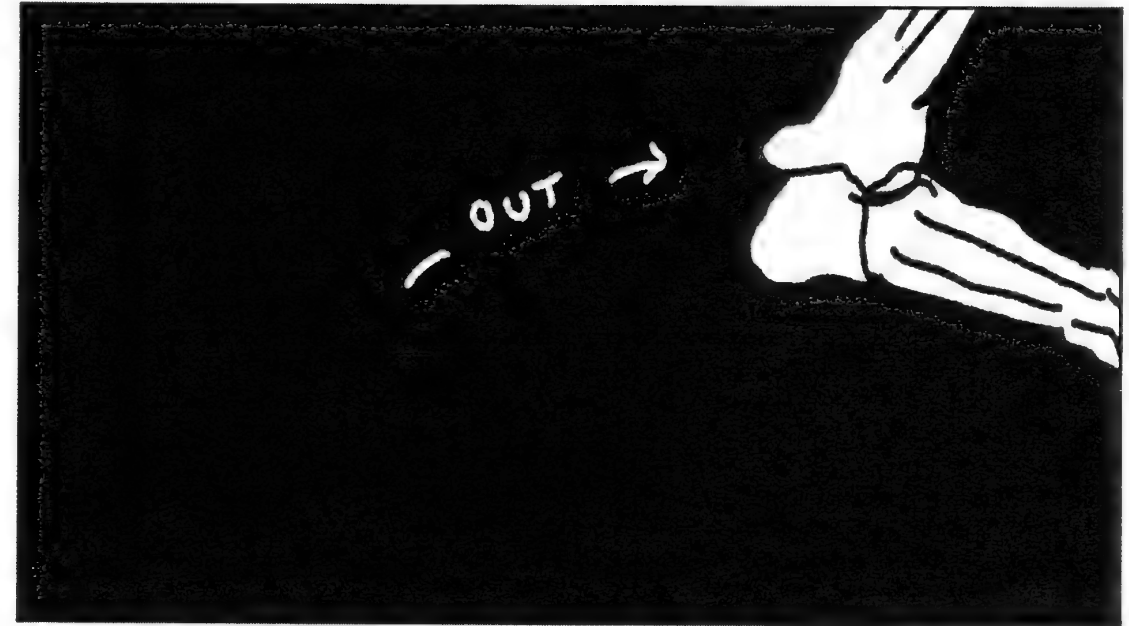


Sc. 103

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

1025-163

EPISODE #

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ADVENTURE TIME



Sc. 104

Pnl. A

Bg.

day night

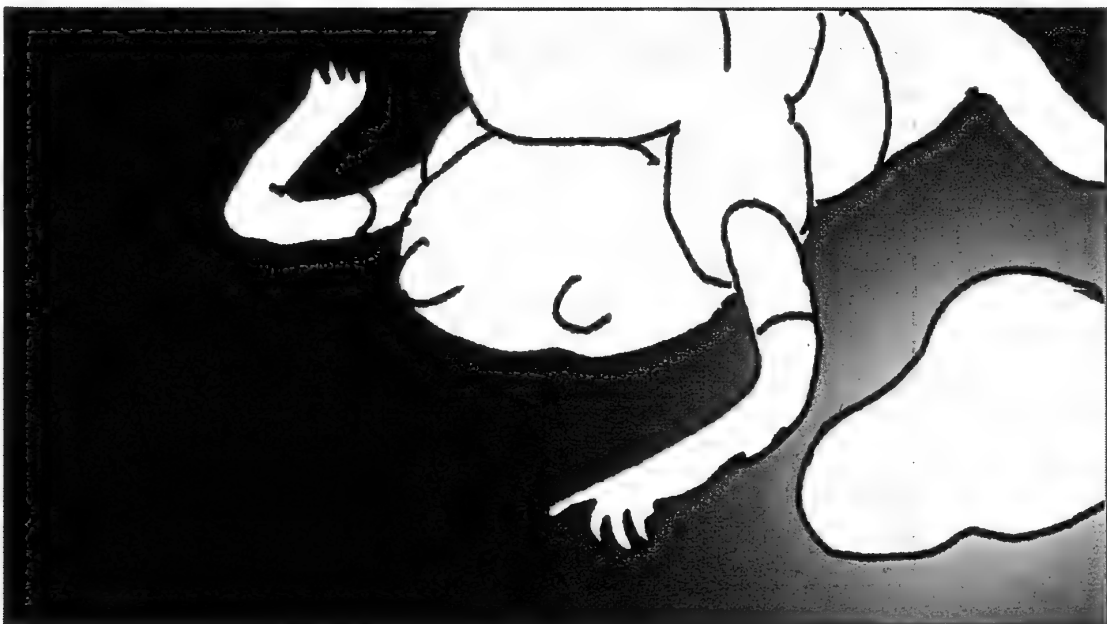


Sc. 104

Pnl. B

Bg.

day night

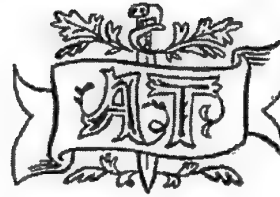


Dialog:	Ⓢ/ (LAUGHING)
Action:	> X DISSOLVE >
Timing:	

EPISODE # 1025-163
Production :

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ADVENTURE TIME



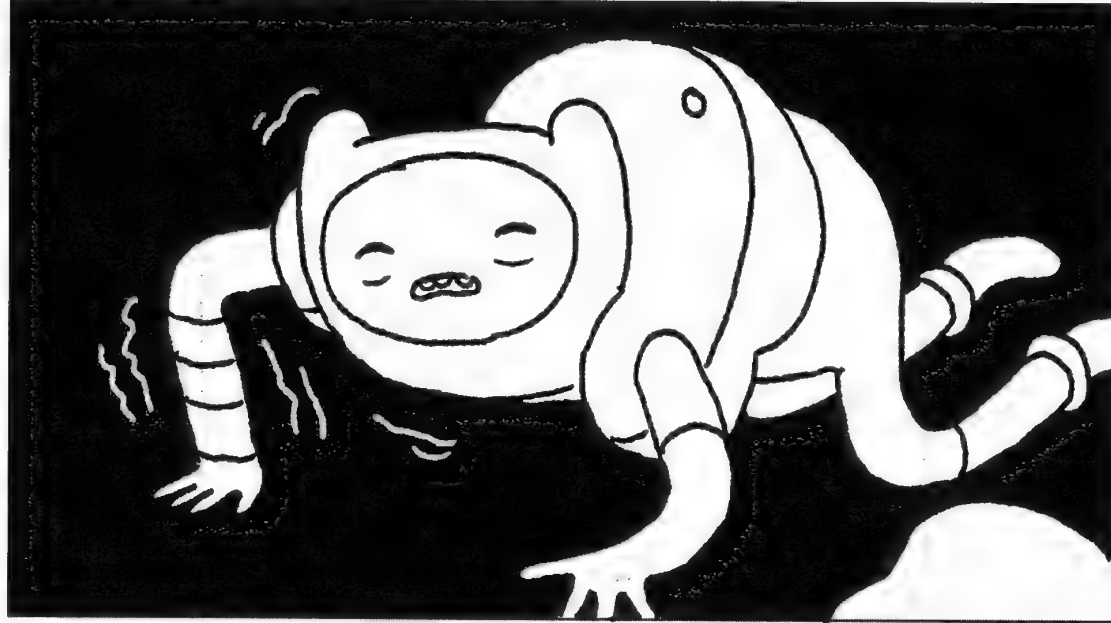
Page 131

Sc. 104

Pnl. A

Bg.

day night

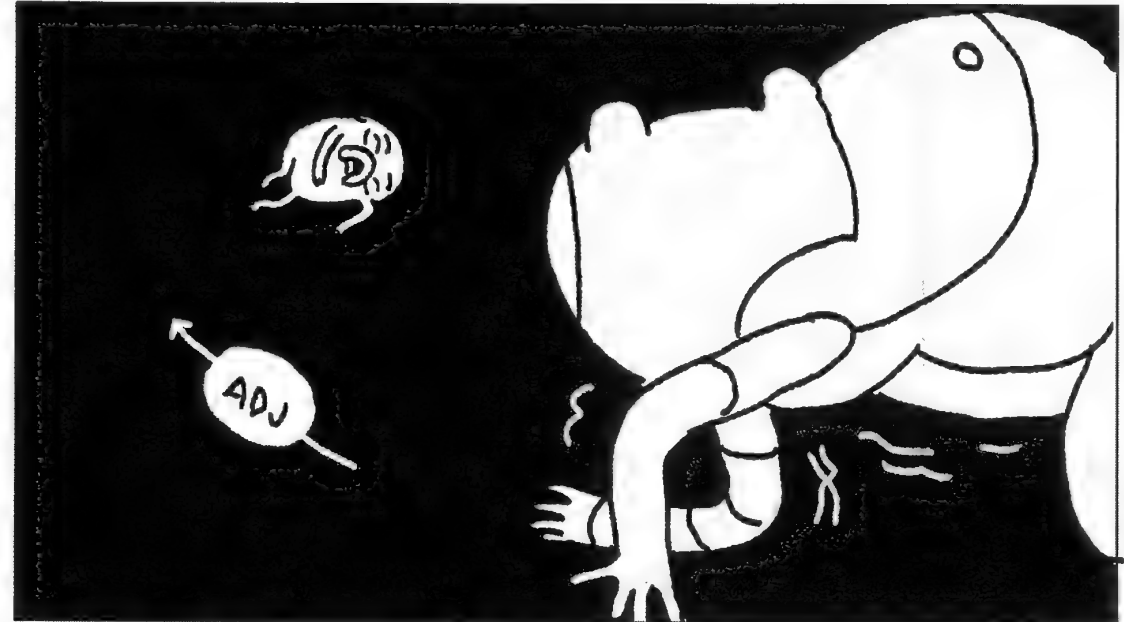


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

FINN'S BARELY CONSCIOUS,

Timing:

WOBBLY.

Production :

EPISODE #

1025-163

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ADVENTURE TIME



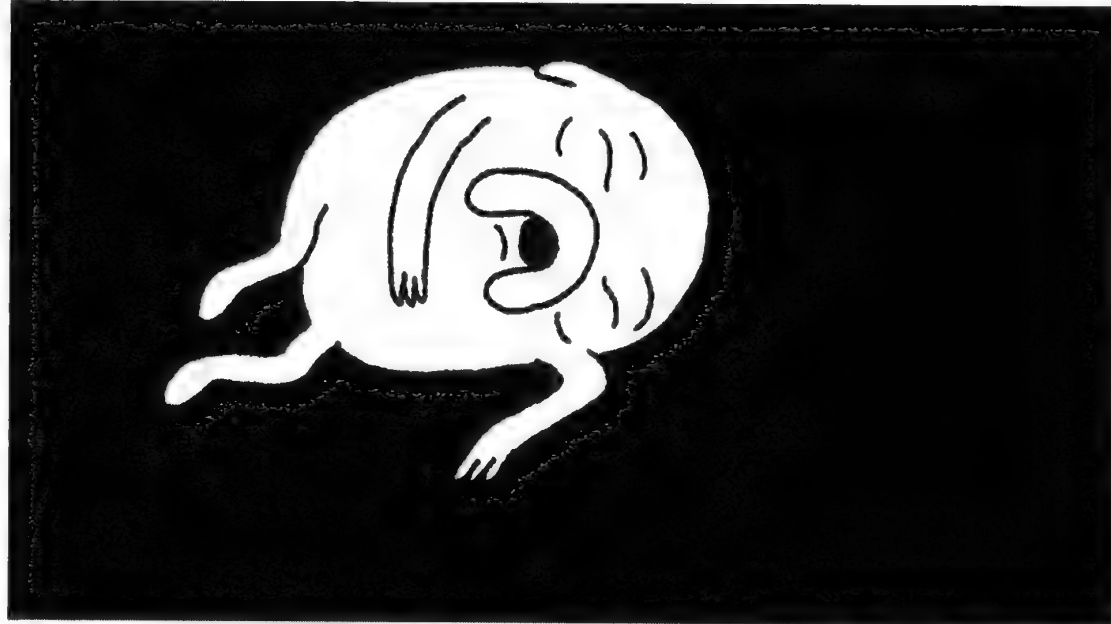
Page 132

Sc. 105

Pnl. A

Bg.

day night

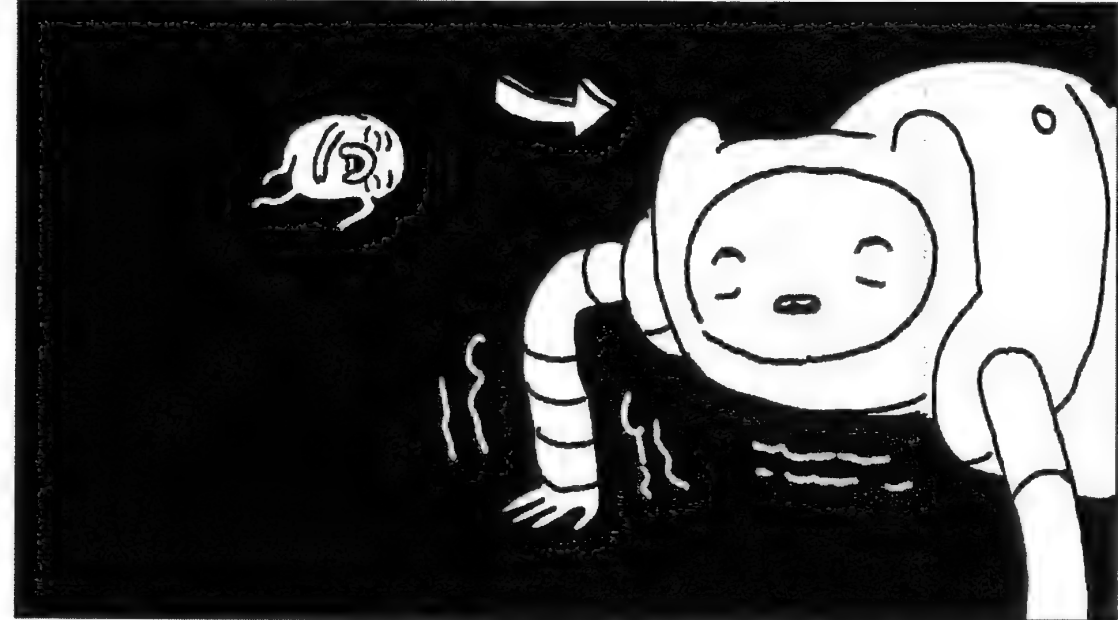


Sc. 106

Pnl. A

Bg.

day night



Dialog:

Q/ YOU ARE ALONE, CHILD.

Action:

JAKE'S
OUT COLD.

START POS. SAME AS
Sc. , PNL B.

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME



Page **133**

Sc. 106

Pnl. B

Bg.

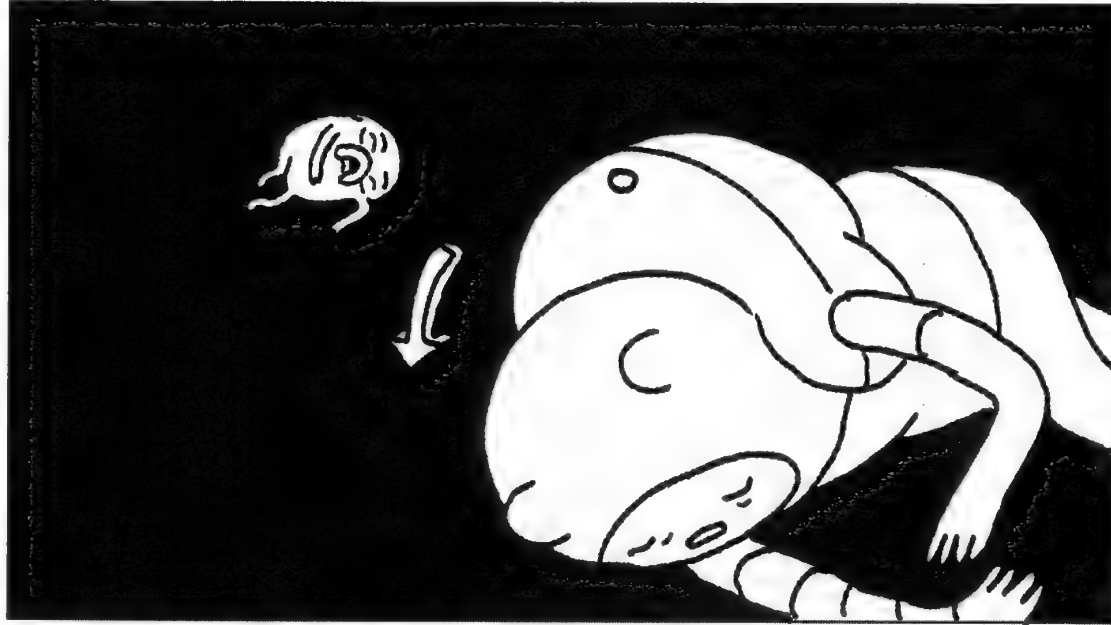
day night

Sc. 106

Pnl. C

Bg.

day night



Dialog:
Action: <p>PASSES OUT. > FADE TO BLACK ></p>
Timing:

102b-163

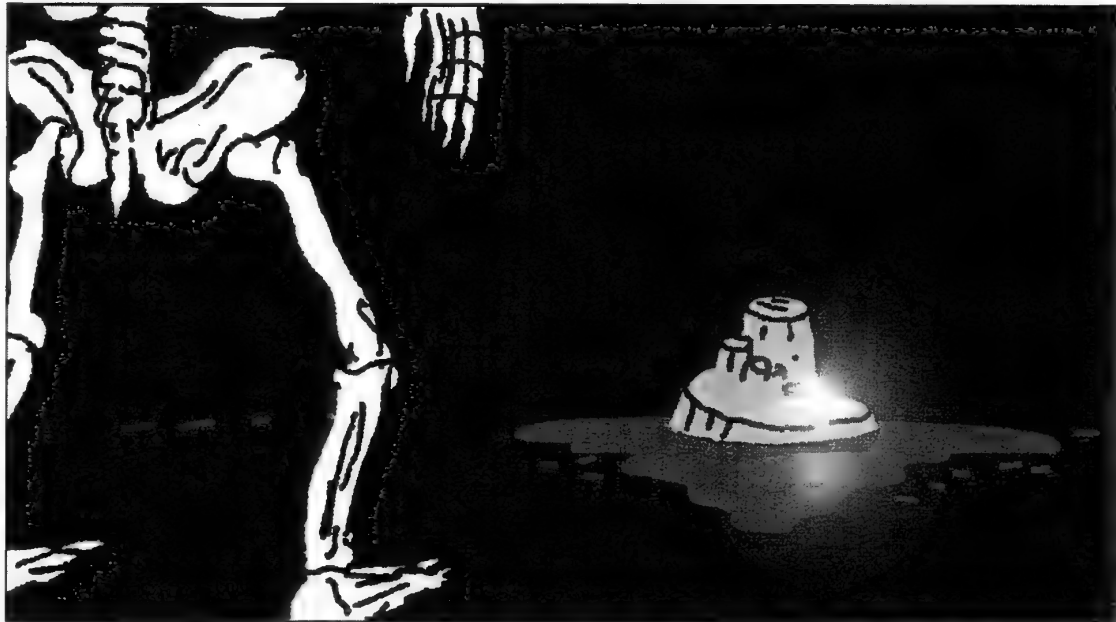
EPISODE #

Production :

ADVENTURE TIME



Sc. 107 Pnl. A Bg. day night



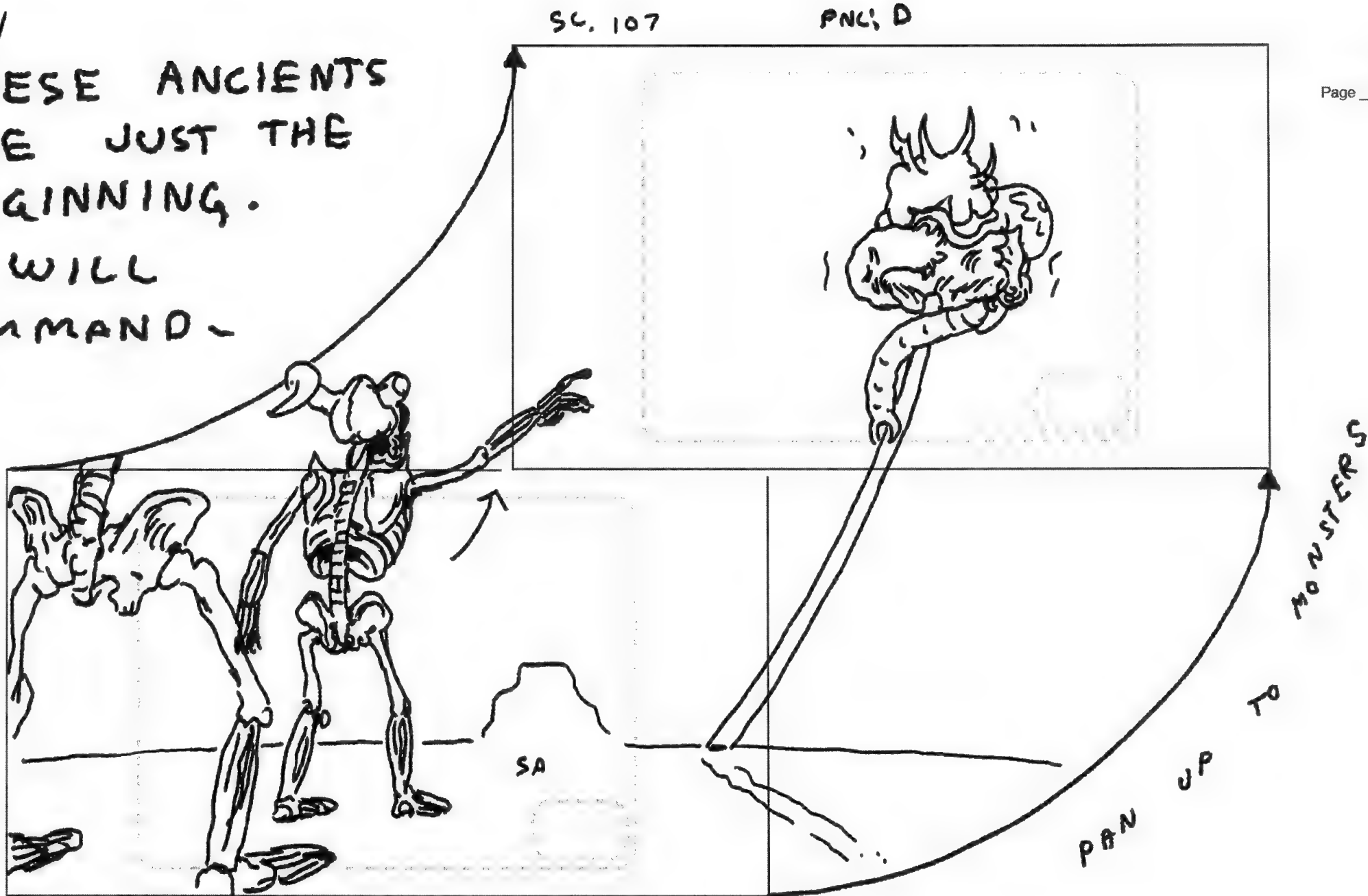
Sc. 107 Pnl. B Bg. day night



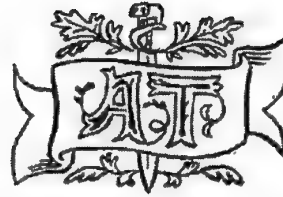
Dialog:	THERE IS ONLY DARKNESS FOR YOU, AND ONLY DEATH FOR YOUR PEOPLE.	
Action:	> X DISSOLVE >	- WALKING STEADY, METHODICAL, AND <u>SCARY</u> .
Timing:		- LIGHT ON THE ISLAND IS THE SAP.

1025-163
EPISODE #
Production :

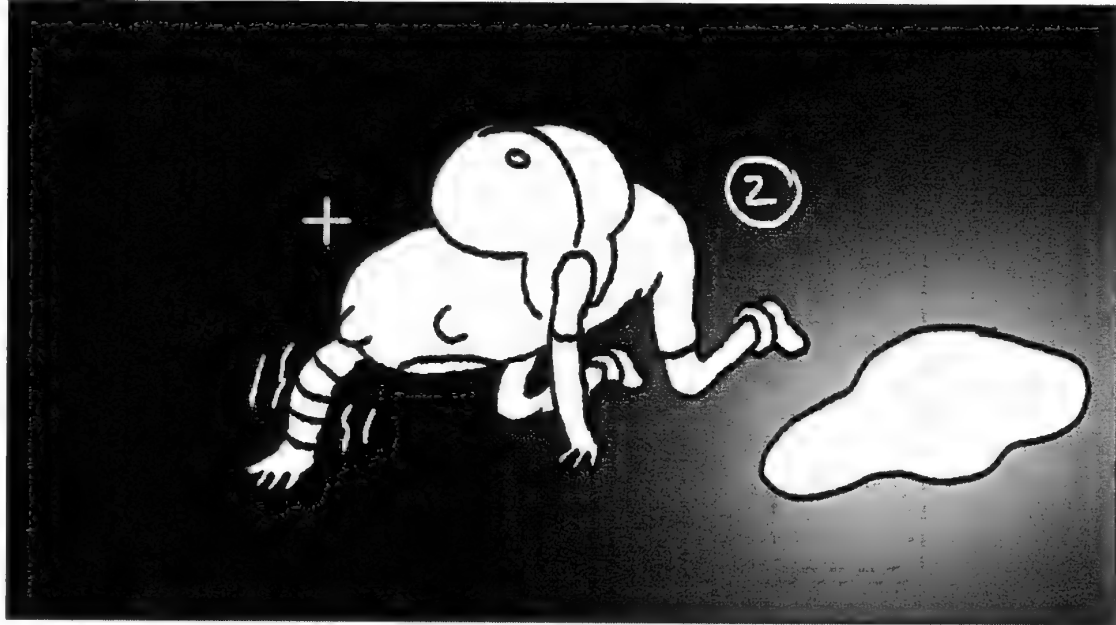
①/
THESE ANCIENTS
ARE JUST THE
BEGINNING.
I WILL
COMMAND-



ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night Sc. 108 Pnl. B Bg. day night



Dialog:	① (CONT.) - GREAT AND TERRIBLE ARMY	
Action:	X DISSOLVE + ①	SO SHAKY ~~~~~
Timing:		

1025-163
EPISODE #
Production :

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ADVENTURE TIME



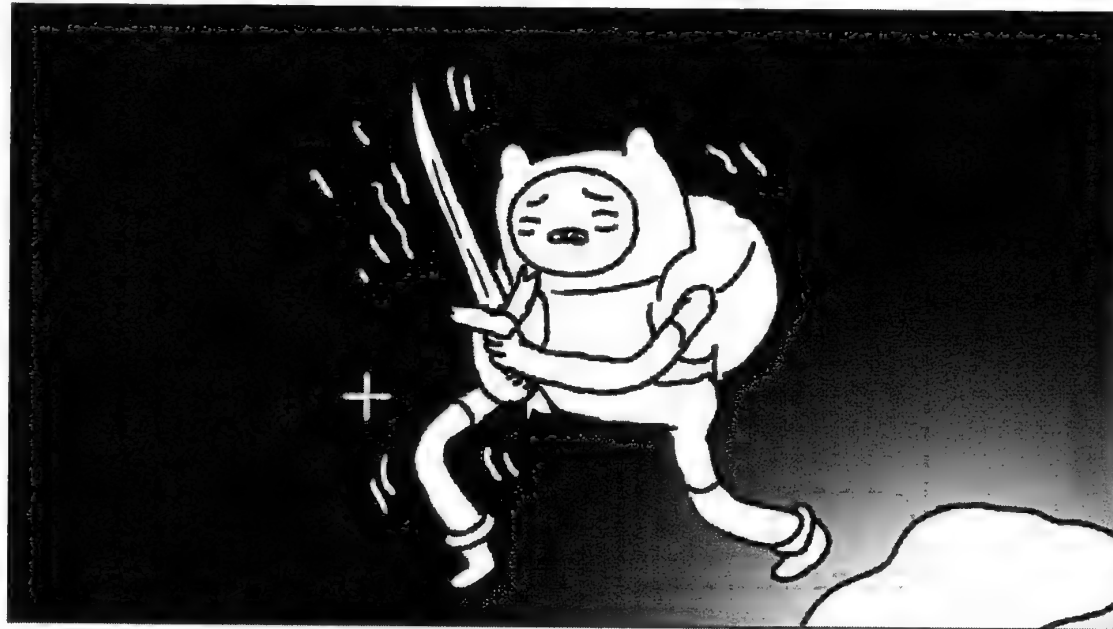
Page 137

Sc. 108

Pnl. C

Bg.

day night

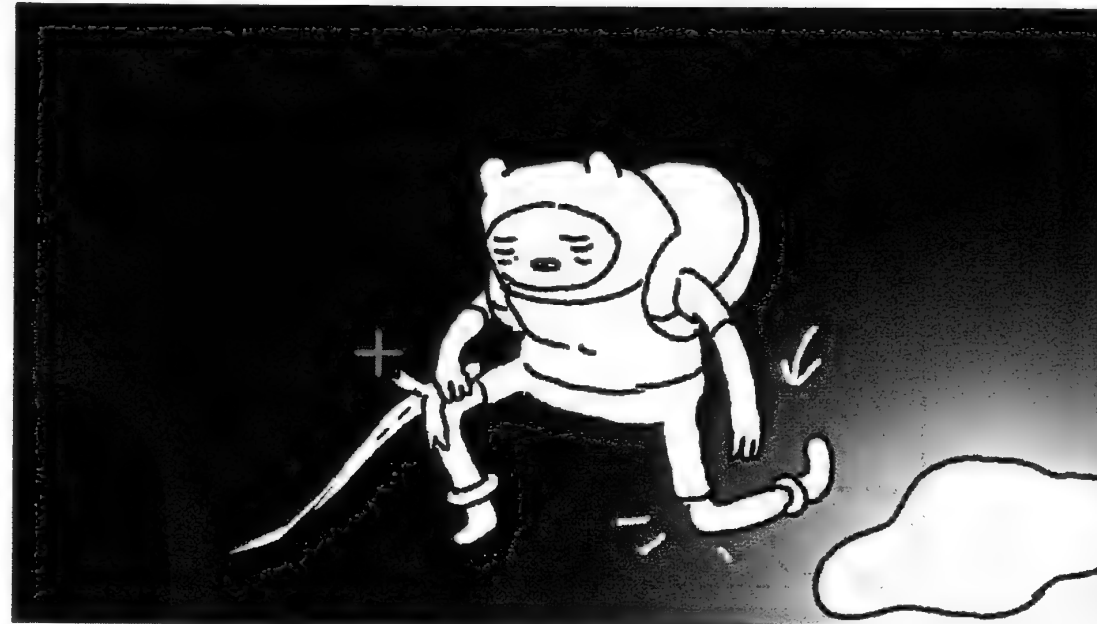


Sc. 108

Pnl. D

Bg.

day night



Dialog:

(CONT)
C/ AND WE WILL SAIL TO A

Action:

BILLION

Timing:

WORLDS.

Production :

EPISODE #

1025-163

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ADVENTURE TIME



Page **138**

Sc. 108

Pnl. E

Bg.

day night

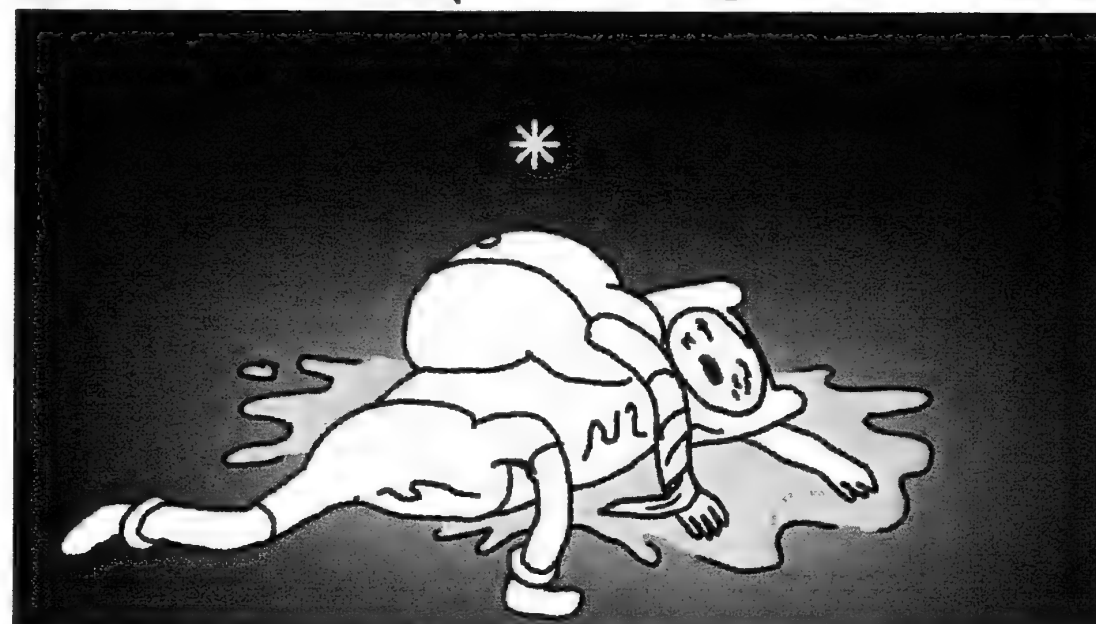


Sc. 108

Pnl. F

Bg.

day night



Dialog:

Action:

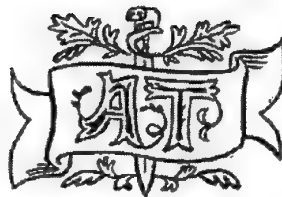
Timing:

EPISODE # 1025-163

Production :

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ADVENTURE TIME



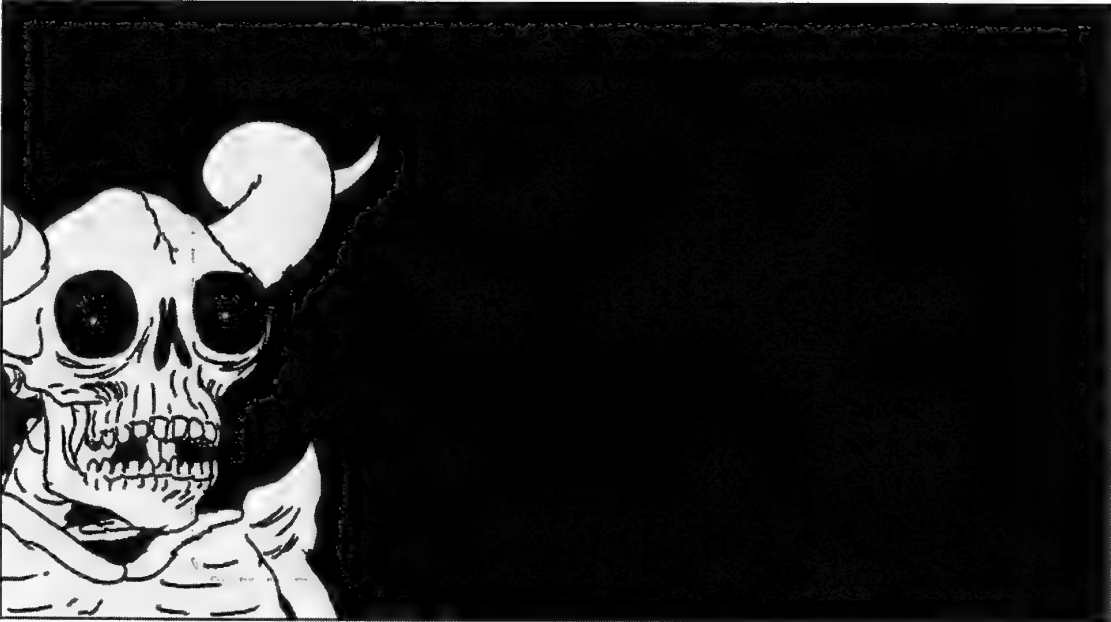
Page 139

Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night



Dialog:

①/ WE WILL SAIL UNTIL EVERY LIGHT
HAS BEEN EXTINGUISHED.

Action:

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME

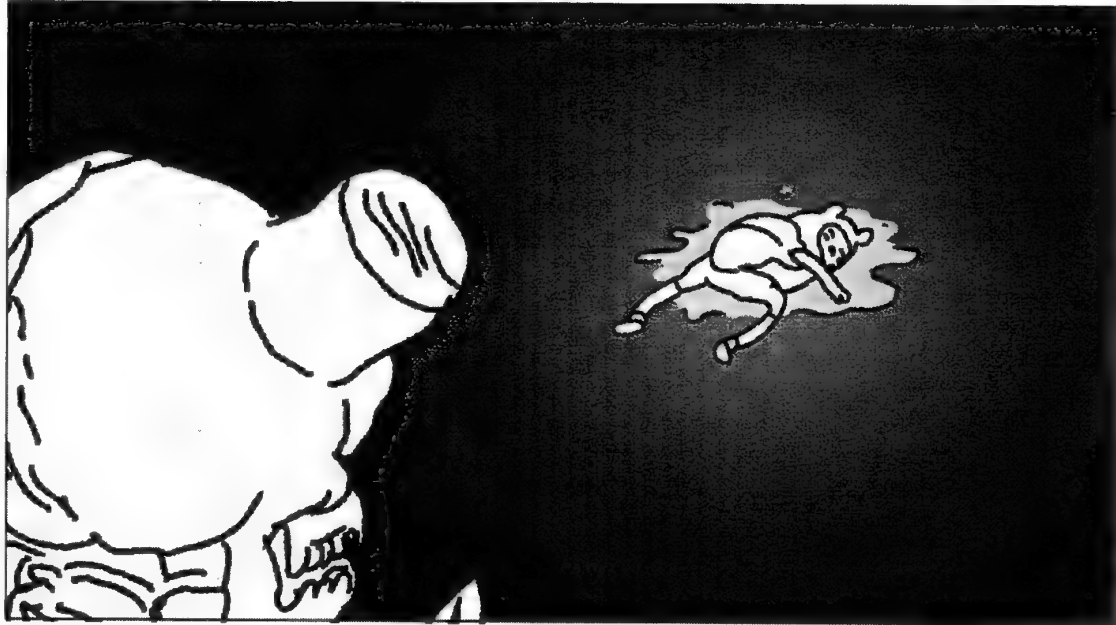


Sc. 110

Pnl. A

Bg.

day night

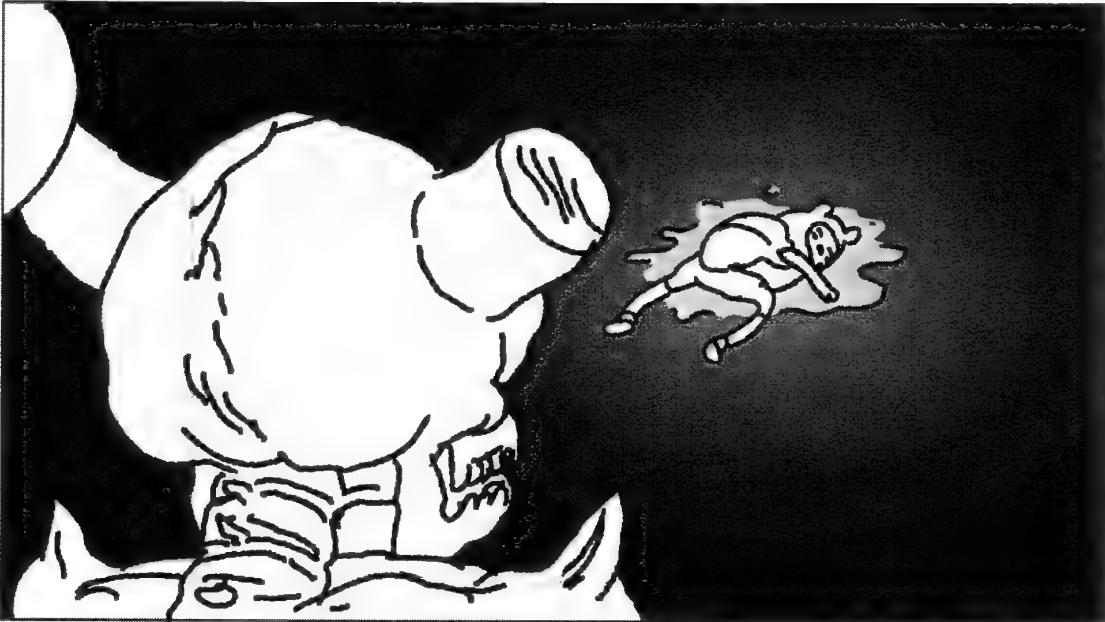


Sc. 110

Pnl. B

Bg.

day night



Dialog:

①/ YOU ARE STRONG, CHILD.
BUT I AM BEYOND STRENGTH.

Action:

> X DISSOLVE >

Timing:

Production :

EPISODE #

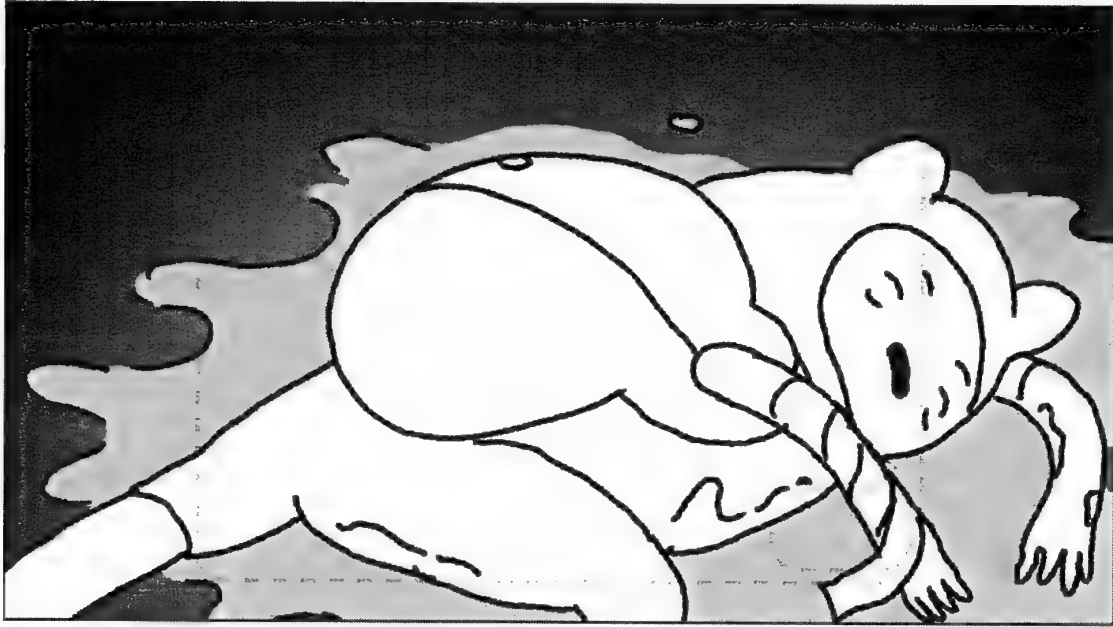
1025-163

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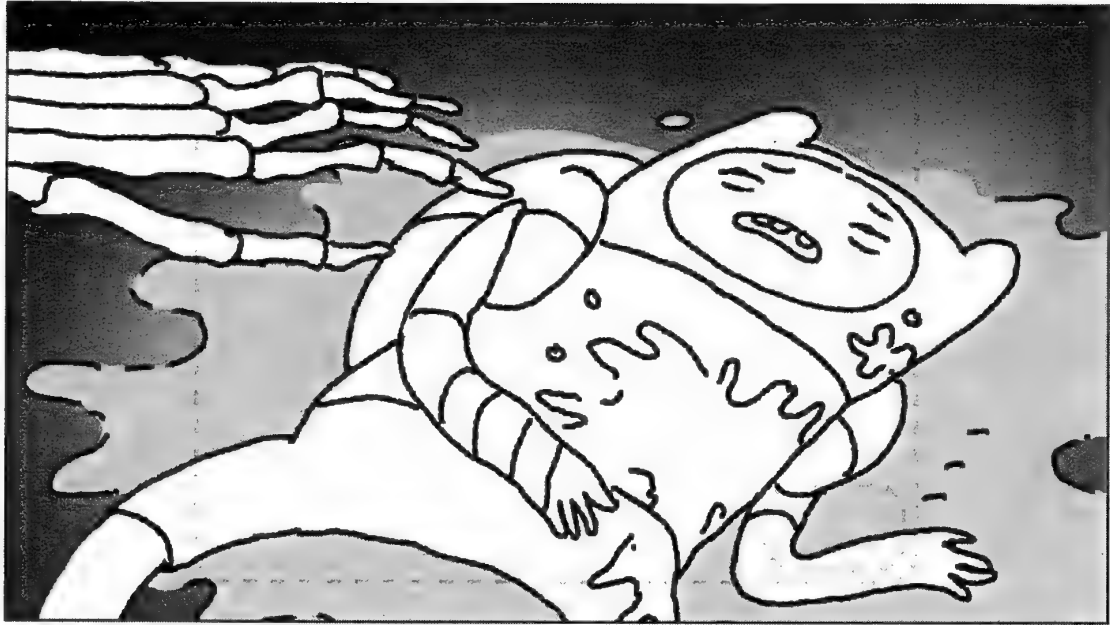
ADVENTURE TIME



Sc. III Pnl. A Bg. day night



Sc. III Pnl. B Bg. day night

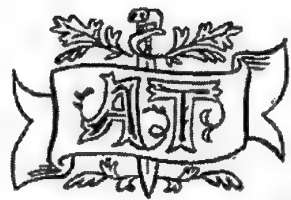


Dialog:	©/ I AM THE END.
Action:	> X DISSOLVE >
Timing:	

EPISODE # 1025-163
Production :

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ADVENTURE TIME



Sc. 112

Pnl. A

Bg.

day night



Sc. 112

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

MAKES A FIST

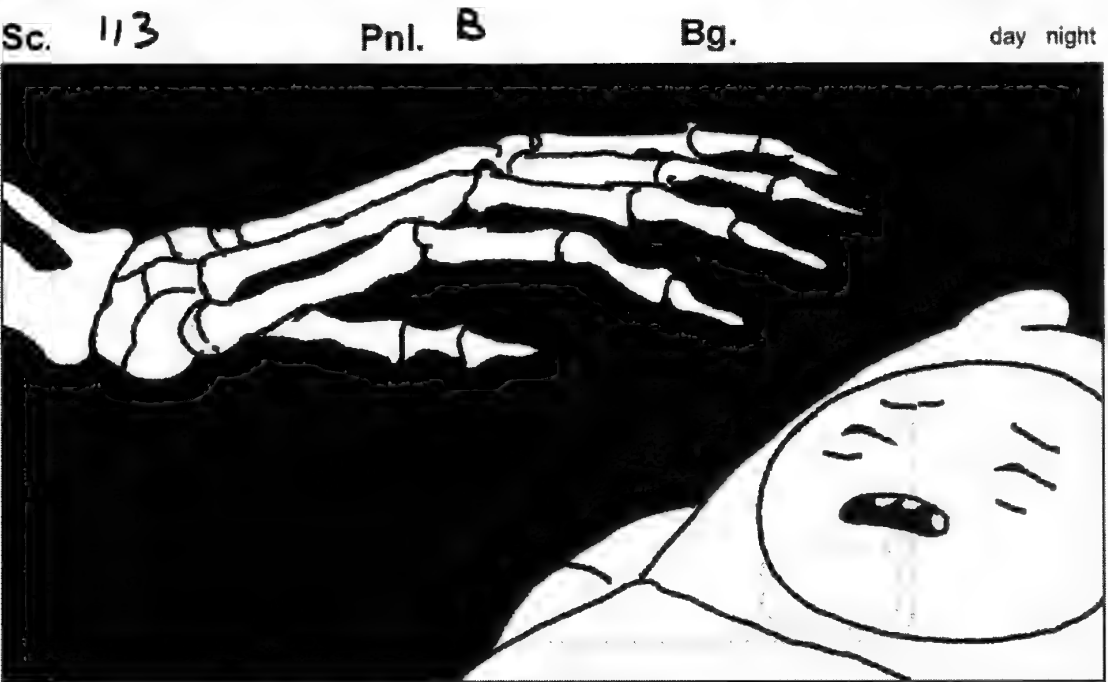
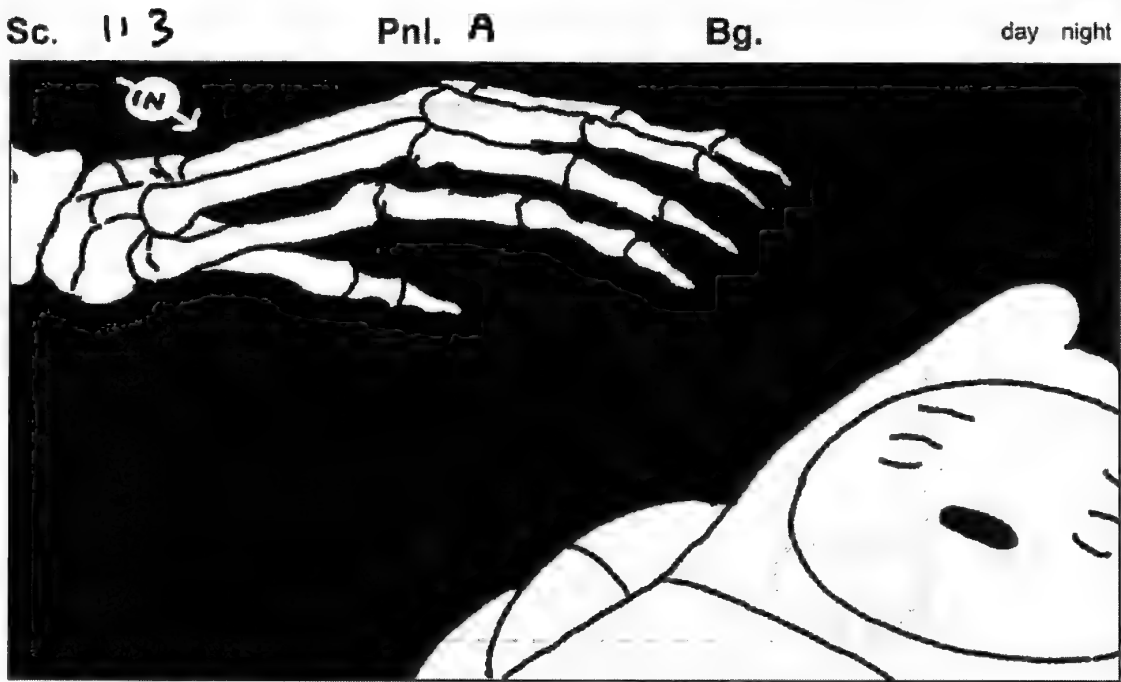
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EPISODE #

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ADVENTURE TIME

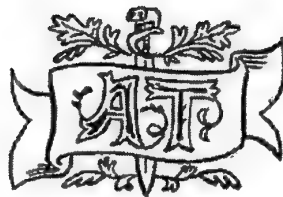


Dialog:
O... AND I HAVE COME FOR YOU, FINN.
Action:
Timing:

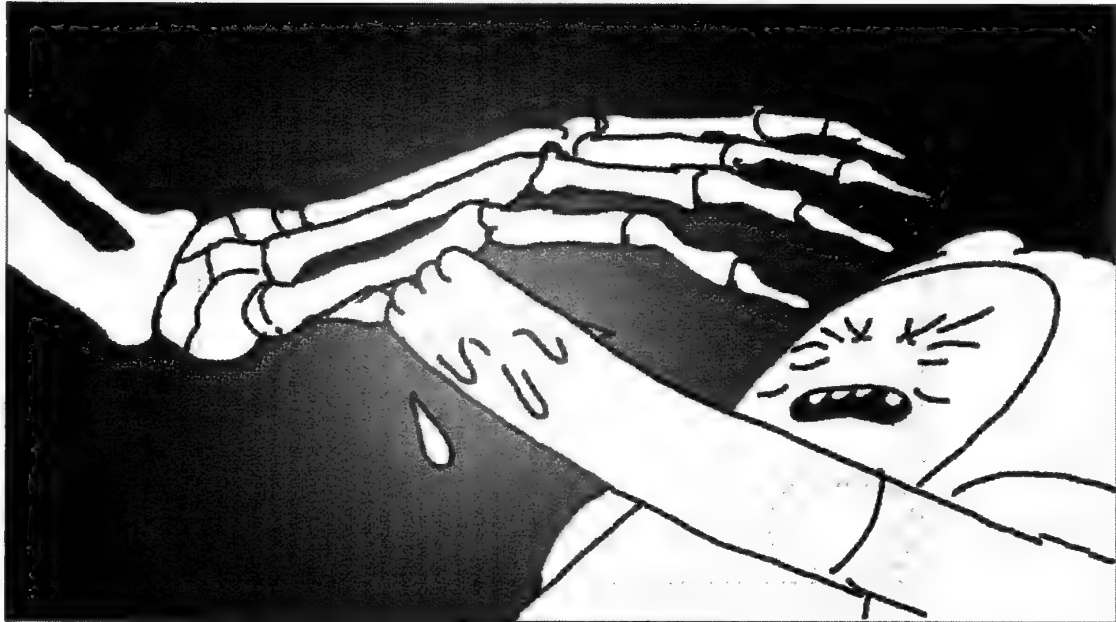
EPISODE # 1025-163
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ADVENTURE TIME



Sc. 113 Pnl. C Bg. day night



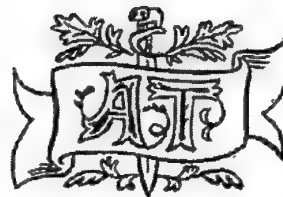
Sc. 113 Pnl. D Bg. day night



Dialog:	ⓔ EGHN!	ⓓ GASPS
Action:	FINN HAS NO STRENGTH. A FUTILE PUNCH...	... OR IS IT! - VEINS & ARTERIES & GOOP - SPREAD FAST, WHIPPING AROUND - WILDLY!
Timing:		

EPISODE # 1025-163
Production :

ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night



Dialog:	
Action:	THE SPELL IS BROKEN, THE B.G. GOES BACK TO NORMAL.
Timing:	

1025-163
EPISODE #
Production :

ADVENTURE TIME



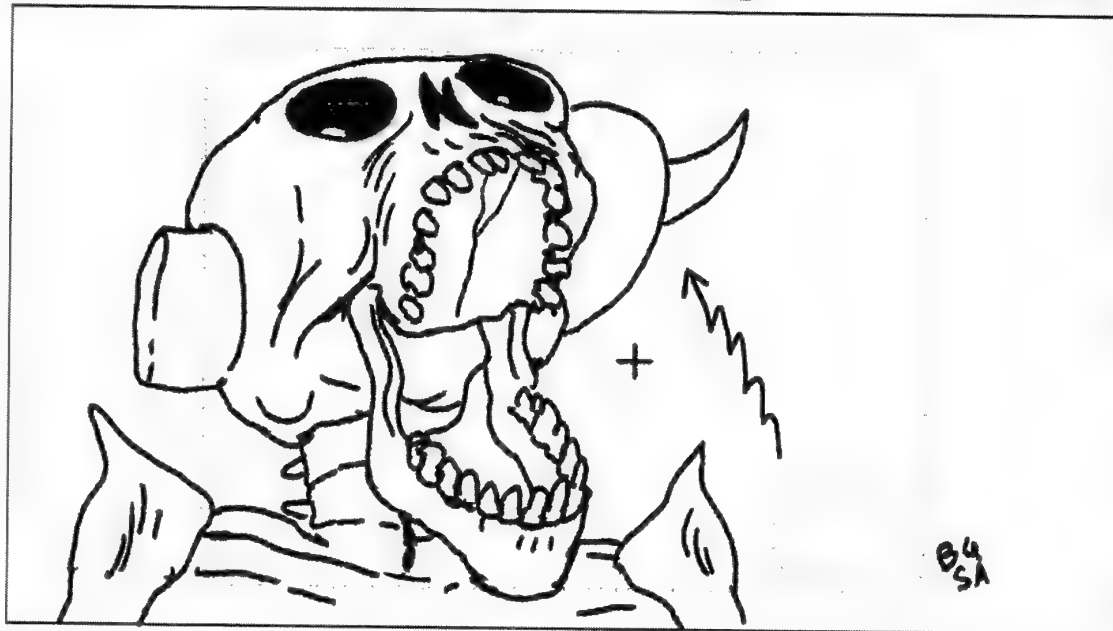
Page 146

Sc. 114

Pnl. C

Bg.

day night

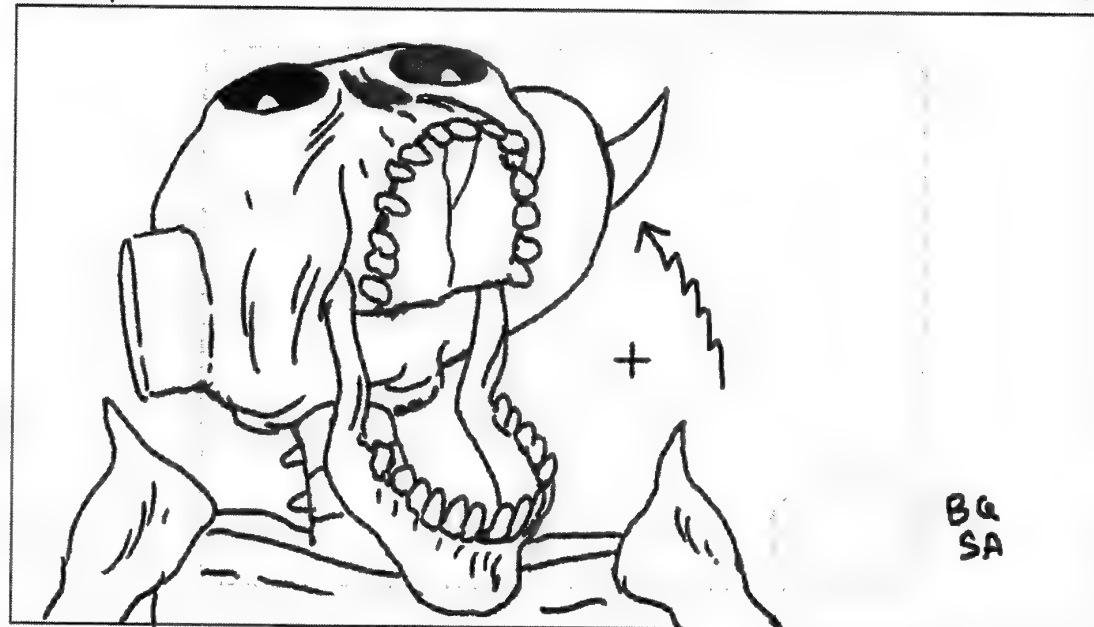


Sc. 114

Pnl. D

Bg.

day night



Dialog:

©/A A I I I I I I I A E E I I G H!!!

Action:

STAGGER BETWEEN POSES IN PANELS C & D.

!!! GENERAL NOTE ON SKELETON DRAWINGS: IT'D BE COOL IF ALL THE BONES WERE SOLID, NOT STRETCHING OR FLEXING AT ALL. !!!

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



Page 147

Sc. 114

Pnl. E

Bg.

day night



Sc. 115

Pnl. A

Bg.

day night

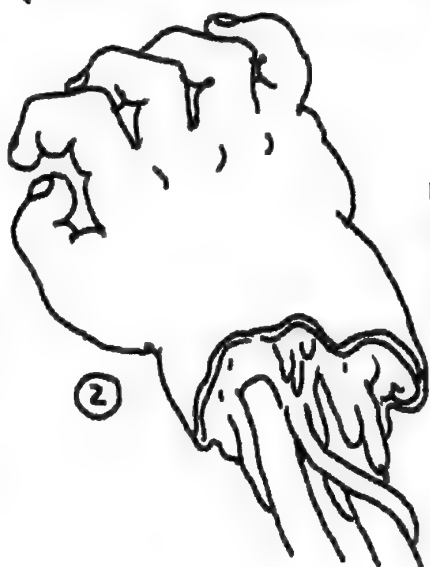
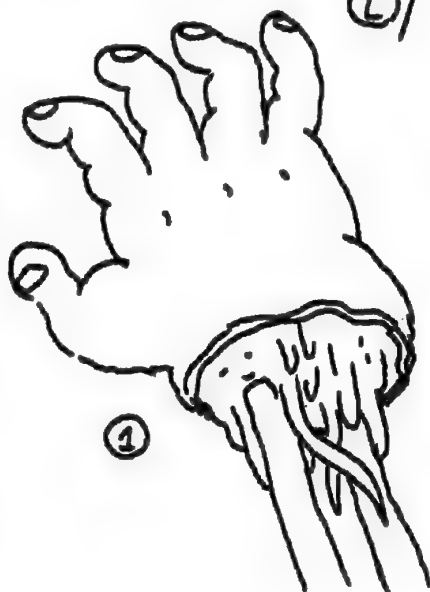


Dialog:

①/ (STILL SCREAMING)

Action:

Timing:



FINGERS STAGGER
AND CLENCH,
GUTS & VEINS GROWING
DOWN THE BONE.

LILL IS SCREAMIN'
AND SHAKIN'!

Production :

EPISODE #

1025-163

ADVENTURE TIME



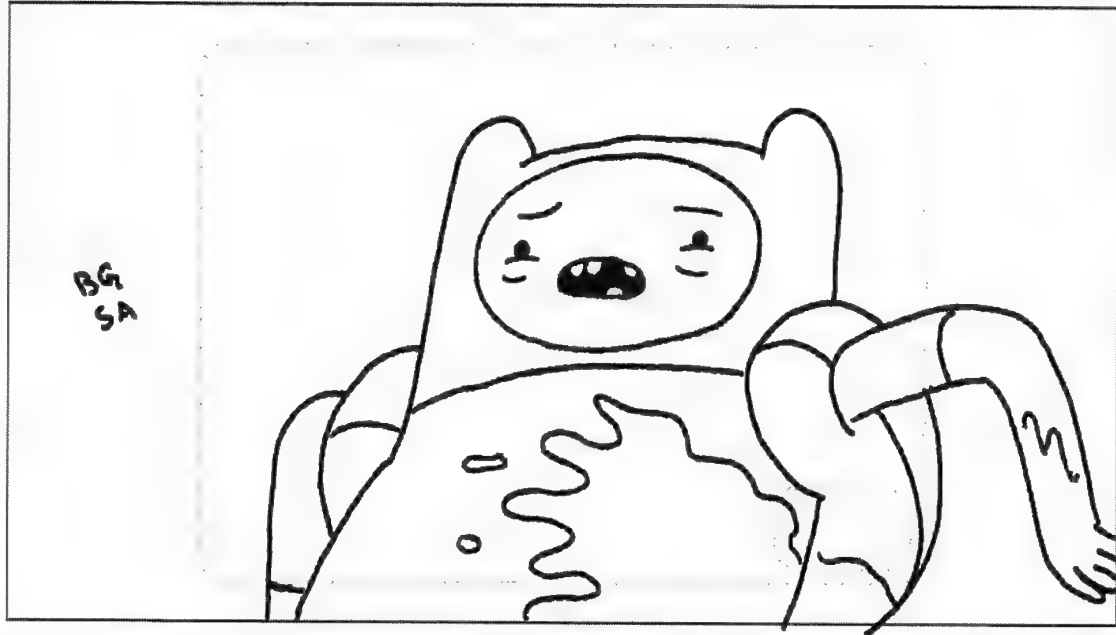
Page 148

Sc. 115

Pnl. B

Bg.

day night



Sc. 116

Pnl. A

Bg.

day night



Dialog:

Ⓐ / WAUGH AAAAAA AUGH!! AEEEEH!!

Ⓕ ... WHAT?

Action:

LICH SOUNDS LIKE
HE'S ENGULFED IN FLAMES.

Timing:

1025-163

EPISODE #

Production :

ADVENTURE TIME



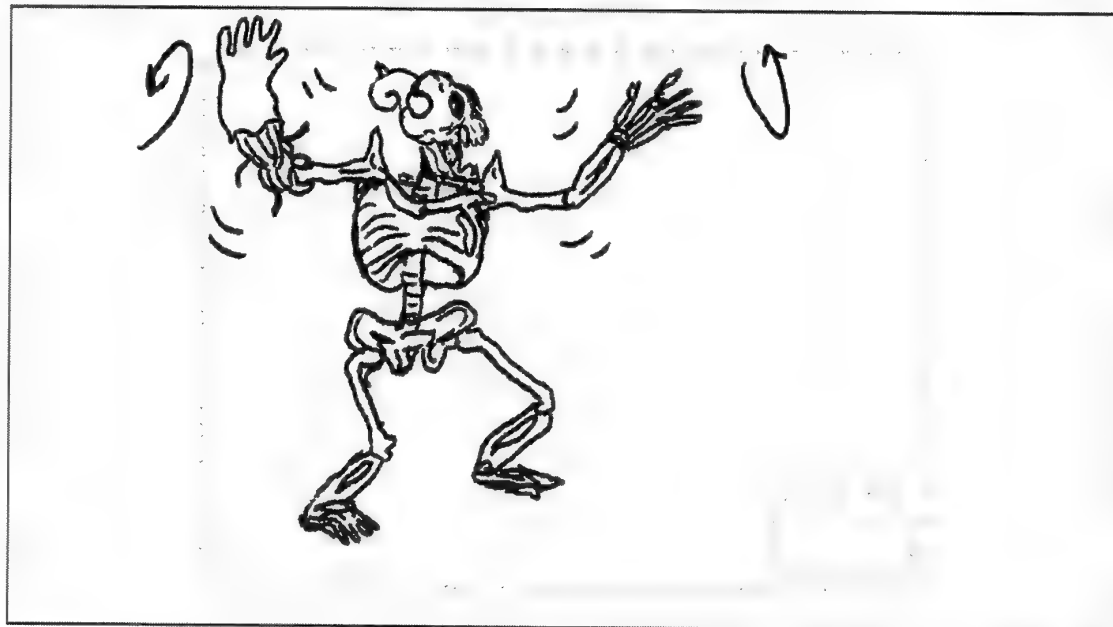
Page 149

Sc. 116

Pnl. B

Bg.

day night



Sc. 116

Pnl. C

Bg.

day night



Dialog:

Action:

FLAILING AROUND WILDLY, SCREAMING.
ARM GROWING, SKIN, MUSCLE, "STRANDS"

Timing:

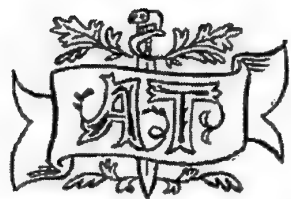
(I THINK THESE POSES WILL WORK
BUT I'M NOT TOTALLY SURE.
-S.W.)

1025-163

EPISODE #

Production :

ADVENTURE TIME

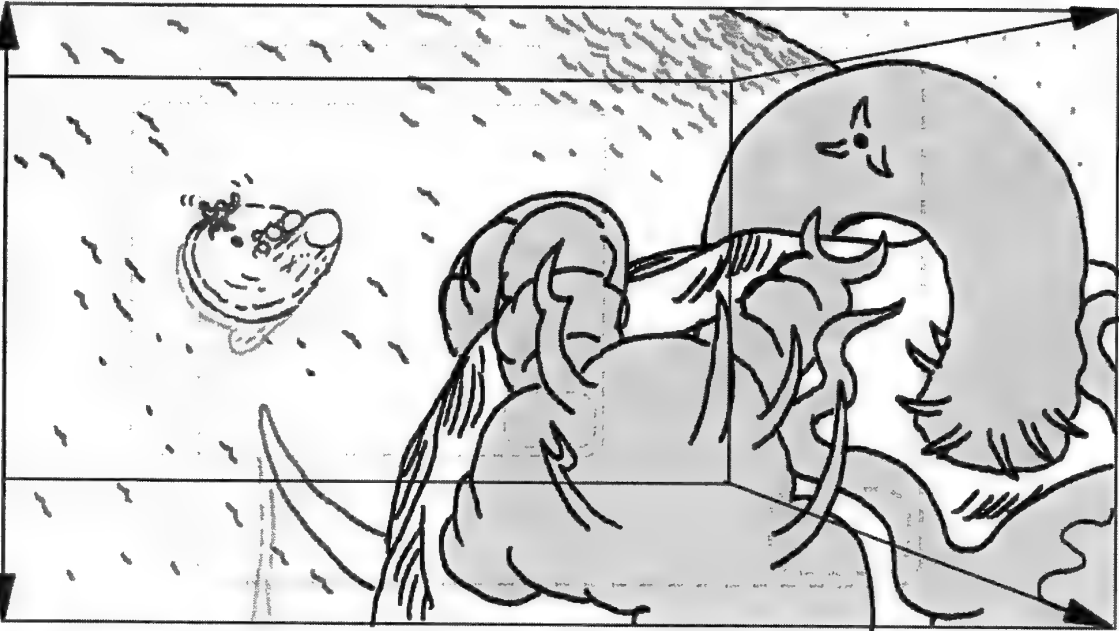


Sc. 117

Pnl. A

Bg.

day night



Sc. 117

Pnl. B

Bg.

day night



Dialog:

Q/(DISTANT) WAUGHAAA A AUGH AAA AAA EIIIII AHHA AUGH

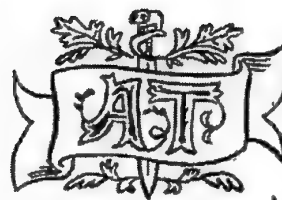
Action:

THEIR COLOUR COMES BACK.

Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME



Page 151

Sc. 117

Pnl. C

Bg.

day night

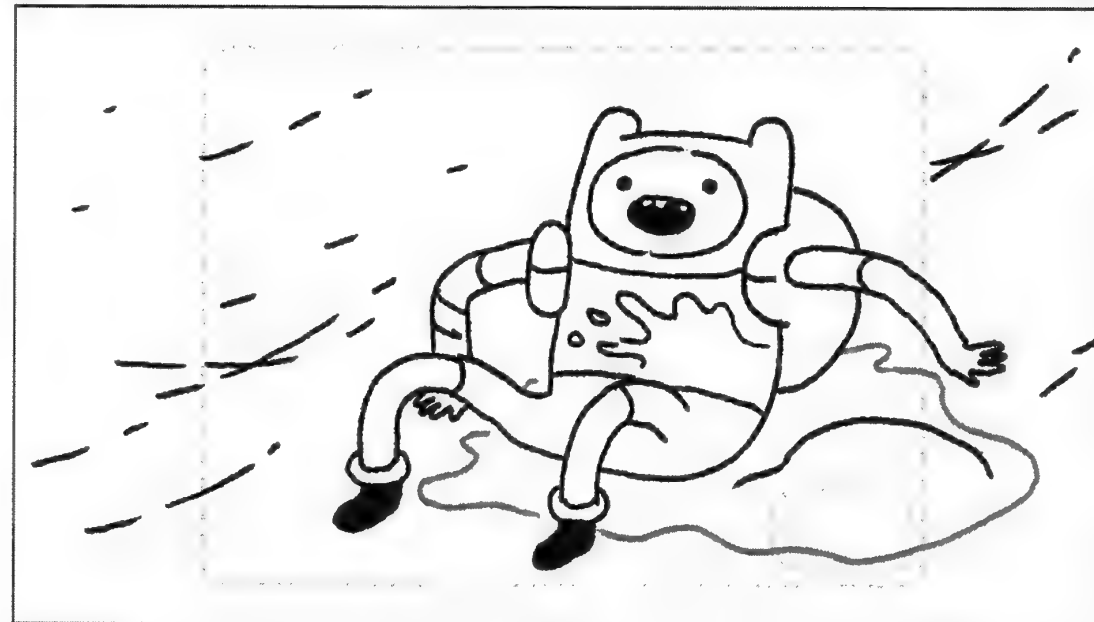


Sc. 118

Pnl. A

Bg.

day night



Dialog:

©/Y' DON'T LIKE THIS STUFF, HUH?

©/ (STILL SCREAMING)

Action:

THEY STIR!

Timing:

EPISODE # 1025-163

Production :

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ADVENTURE TIME

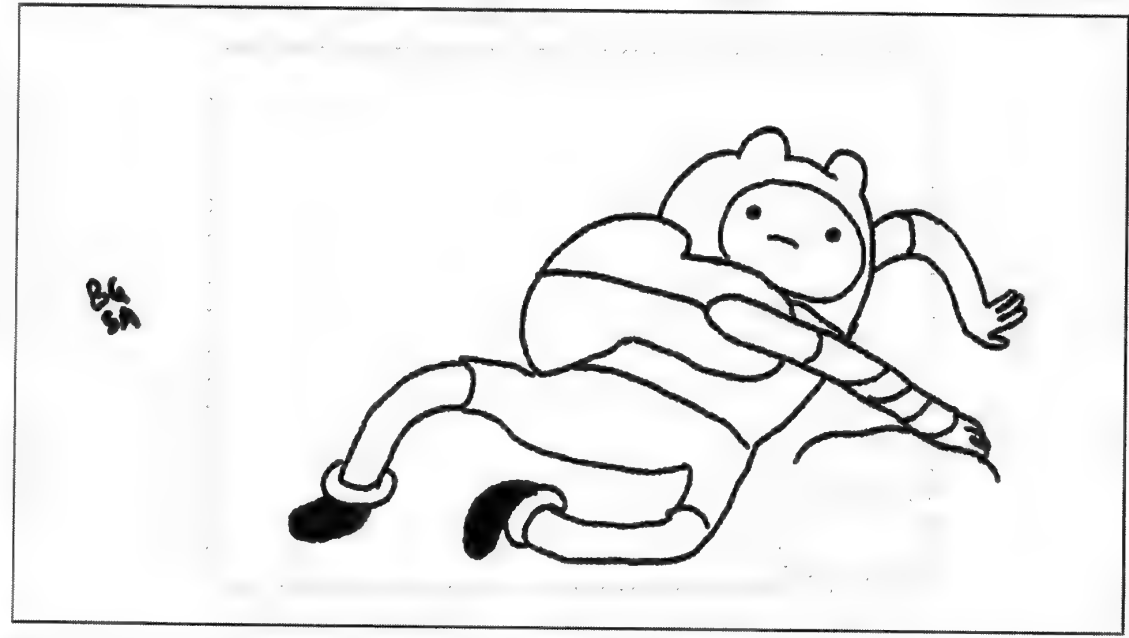


Sc. 118

Pnl. B

Bg.

day night

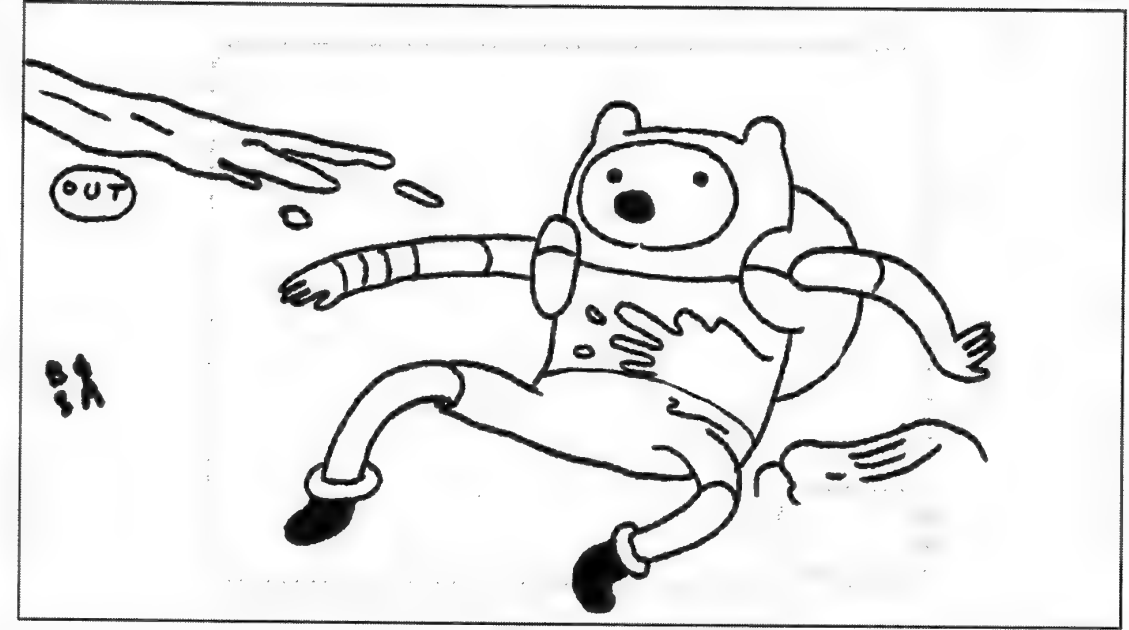


Sc. 119

Pnl. C

Bg.

day night



Dialog:	Ⓒ (SCREAMING)	Ⓔ WHAH!
Action:		
Timing:		

1025-163
EPISODE #
Production :

ADVENTURE TIME



119

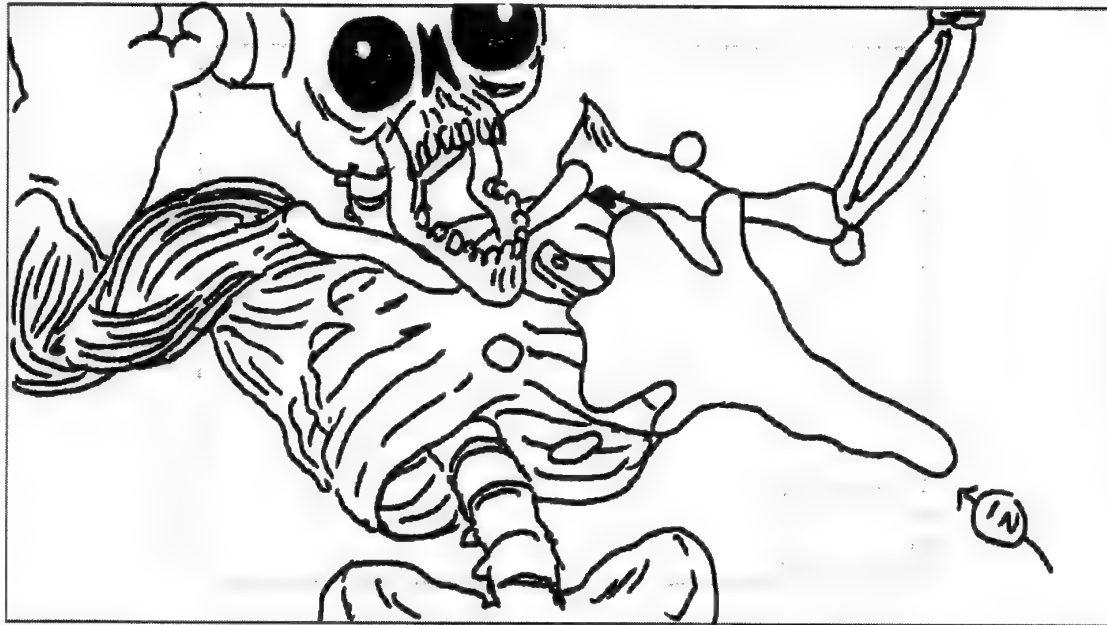
Page 153

Sc. 119

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

Q/ NNNYYY A A A A A / / / / / !!!

Action:

SKIN, MUSCLE, TENDONS, VEINS, AND MAGIC SAP.
EVERYTHING IS GOING *WED?*

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



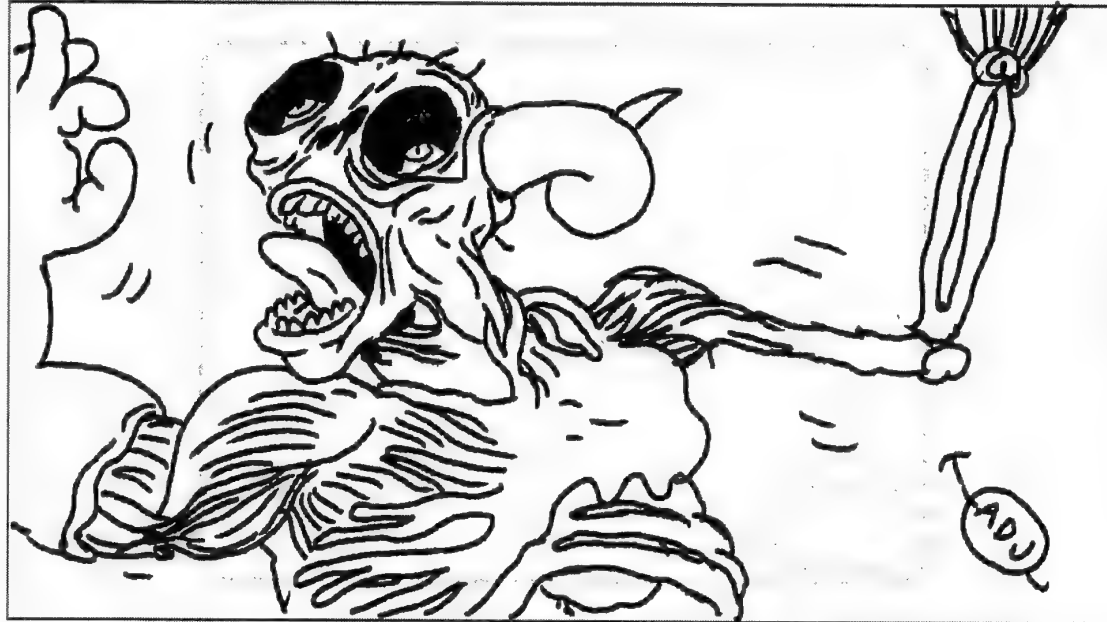
Page 154

Sc. 119

Pnl. C

Bg.

day night



Sc. 119

Pnl. D

Bg.

day night



Dialog:

©/ AIGH EEEEEEEEEEEEEH EEEEE !!!

Action:

HAIR COMES IN, HOLY COW!

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



Page 155

Sc. 119

Pnl. E

Bg.

day night

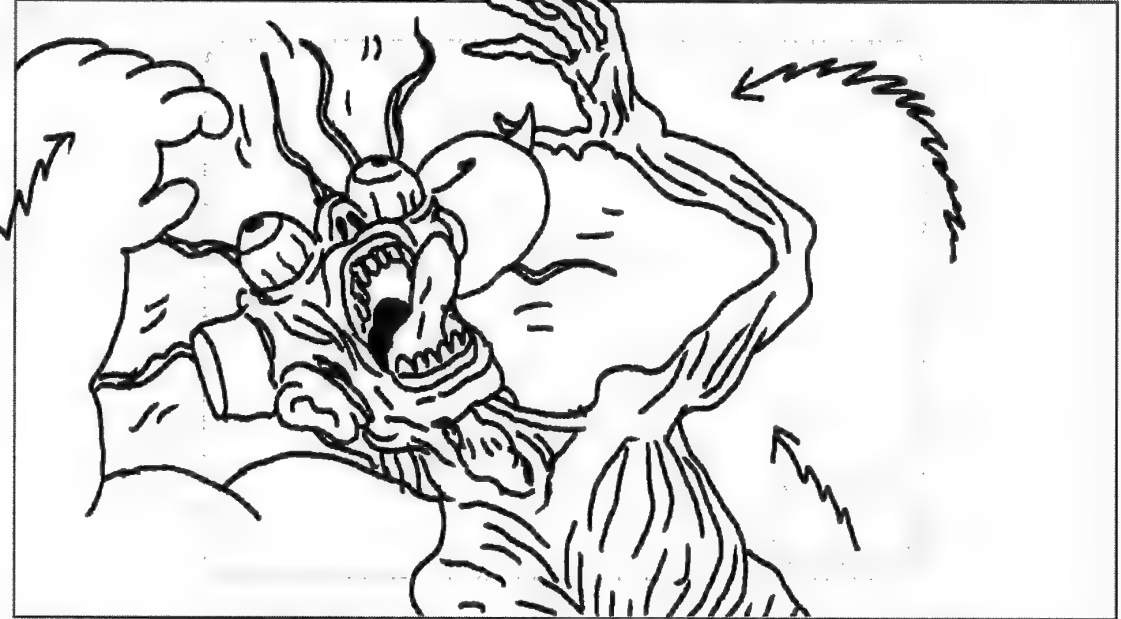


Sc. 119

Pnl. F

Bg.

day night



Dialog:

©/ AAARGHH!! A! EEEEE!!!!

Action:

SKIN GROWING, HAIR SPINNING AROUND

STAGGERING
BETWEEN
E & F

Timing:

⋮ BLOOD CURDLIN' ⋮

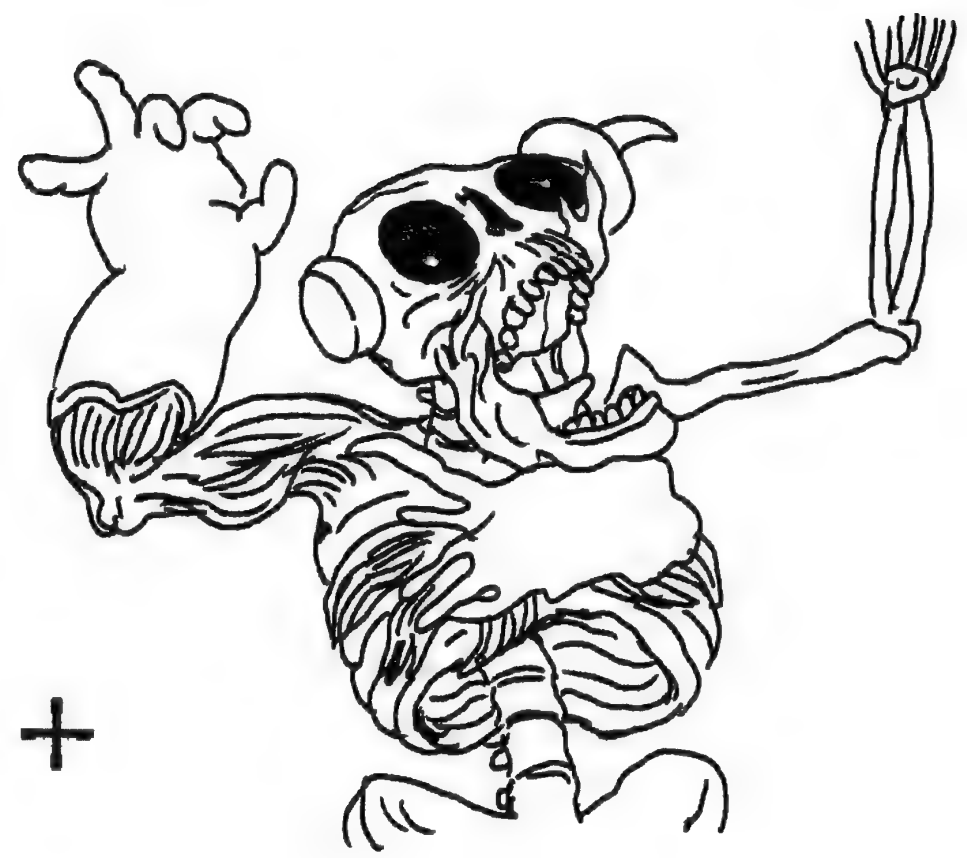
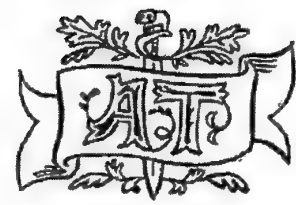
EPISODE #

1025-163

Production :

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ADVENTURE TIME



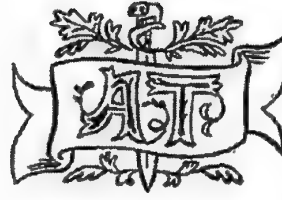
POSES WITH
REGISTRATION.

Production :

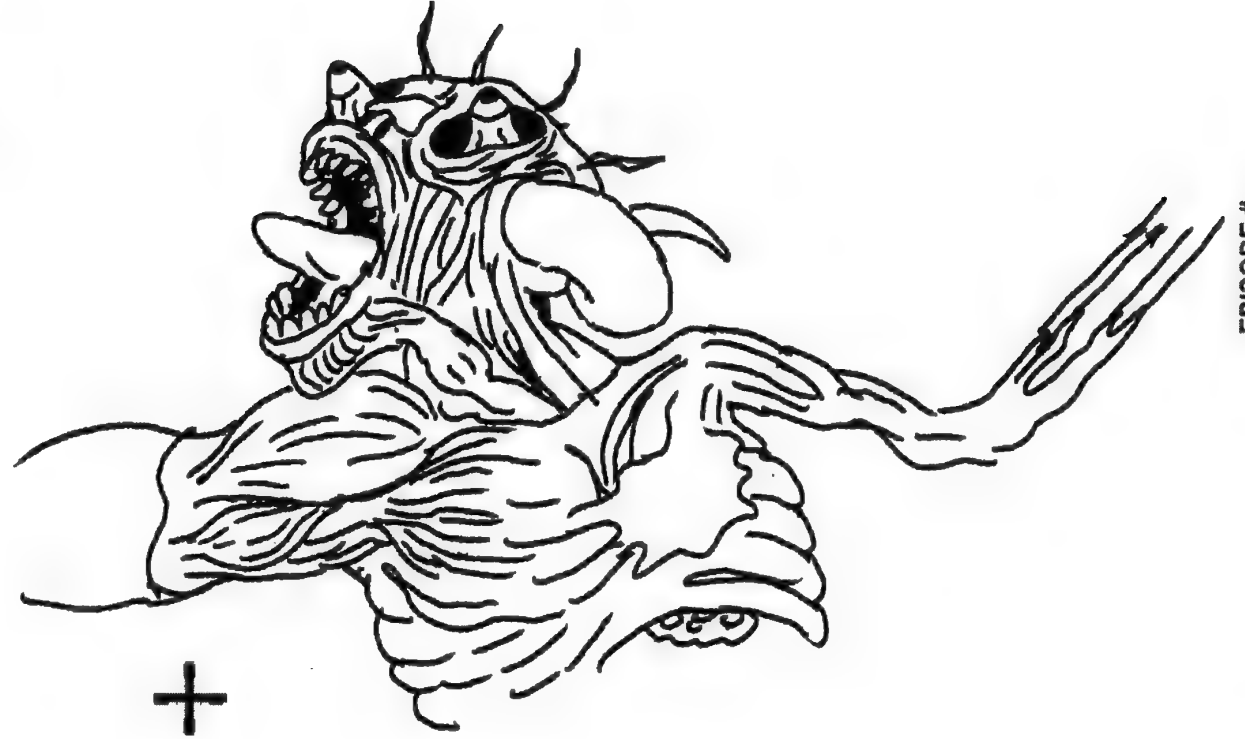
EPISODE #

1025-163

ADVENTURE TIME



Page 157

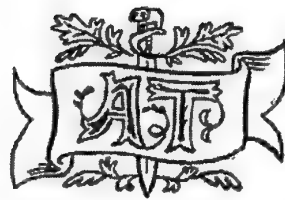


Production :

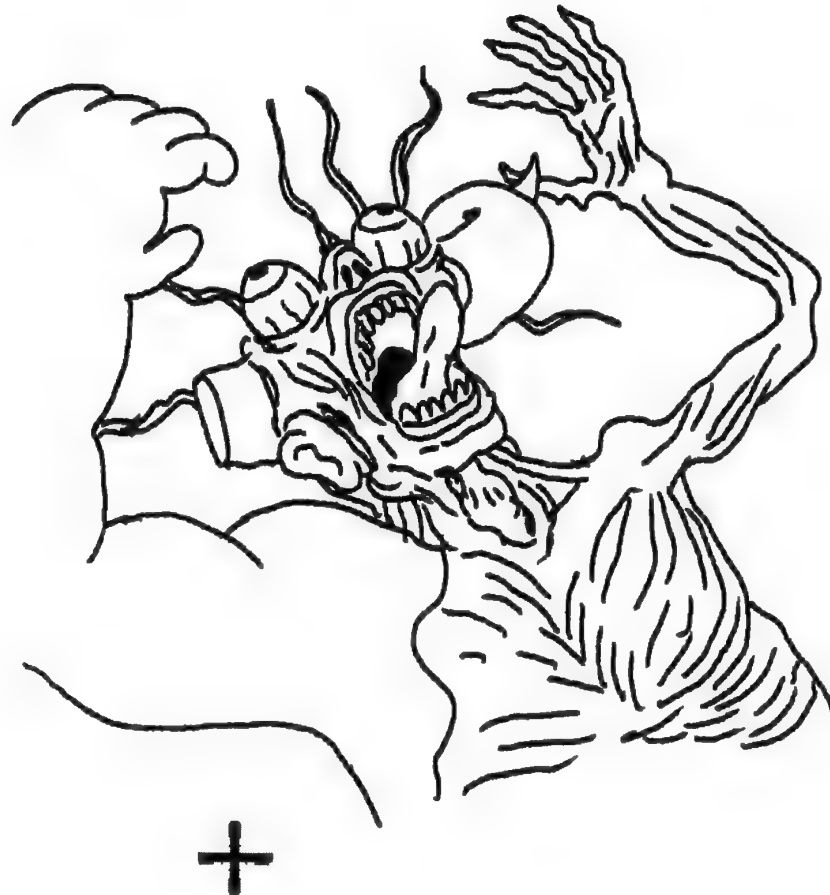
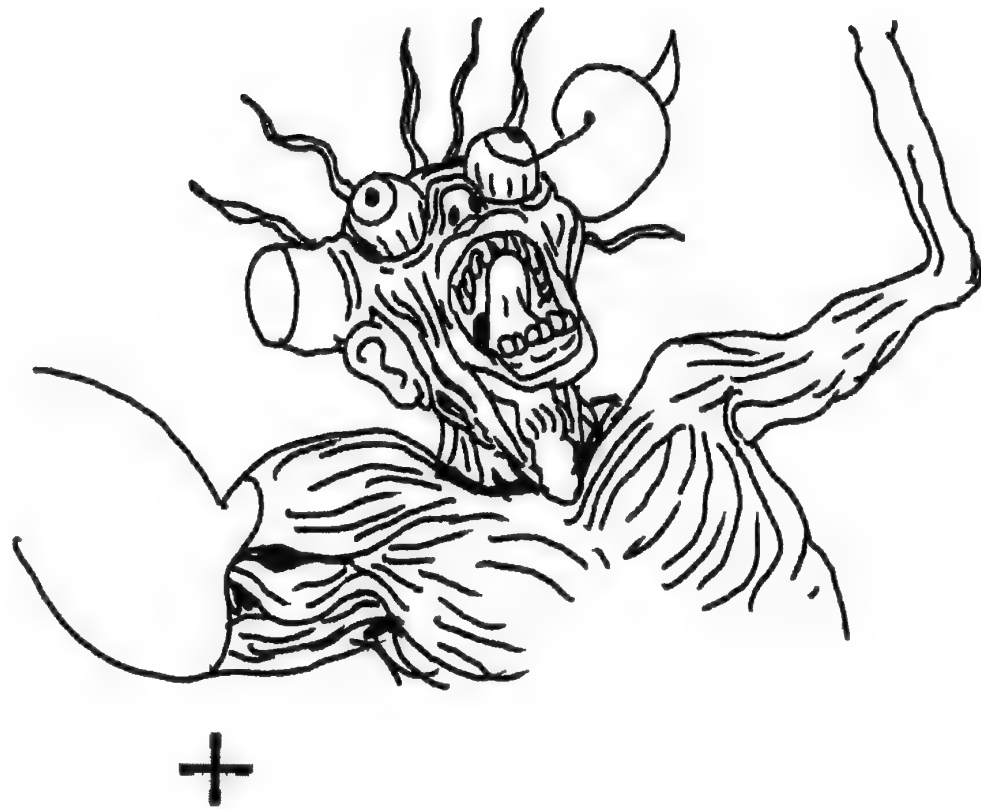
EPISODE #

1025-163

ADVENTURE TIME



Page 158

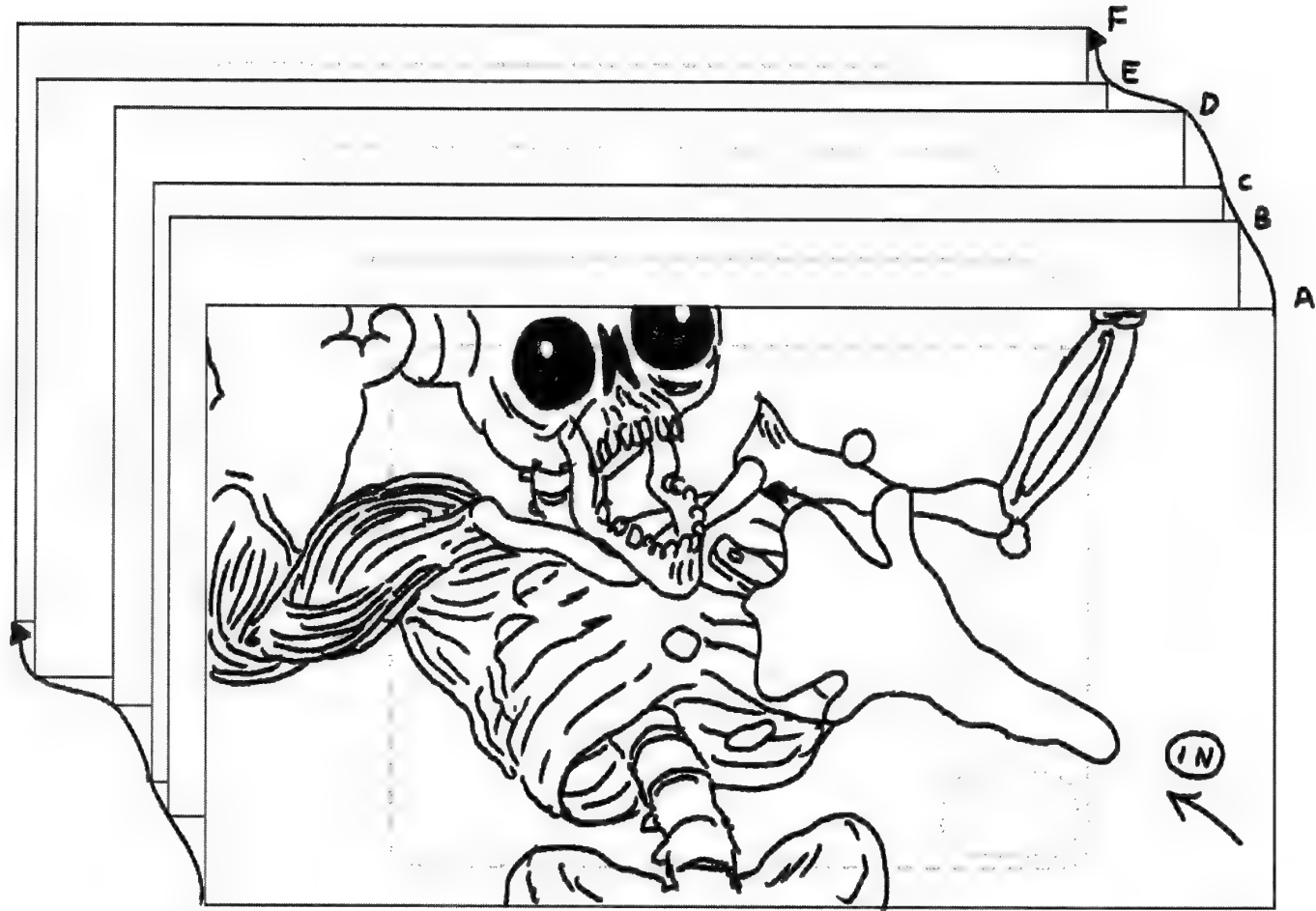


Production :

EPISODE #

1025-163

ADVENTURE TIME



CAMERA
MOVE,
HANDHELD
STLE,

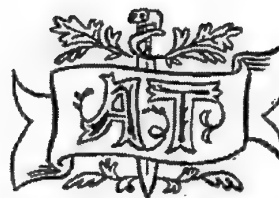
Production :

EPISODE #

1025-163

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ADVENTURE TIME



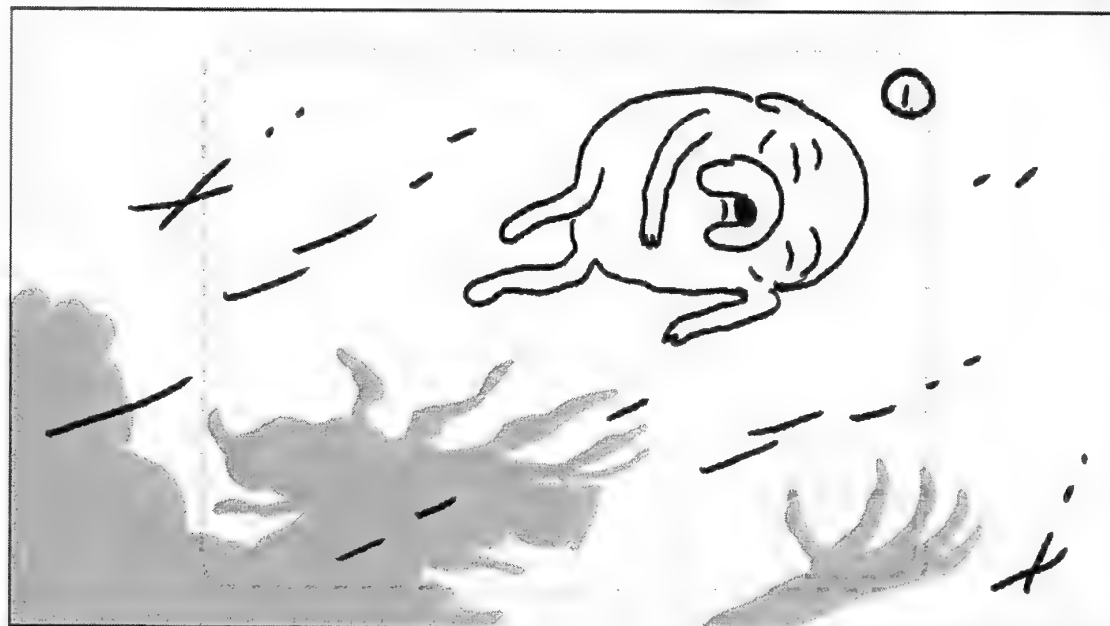
Page **160**

Sc. 120

Pnl. **A**

Bg.

day night



Sc. 120

Pnl. **B**

Bg.

day night



Dialog:

① YEEEE AARGH LLL LLL BLBLBLBL AAA!!

Action:



SHADOW IS GOING BONKERS.

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



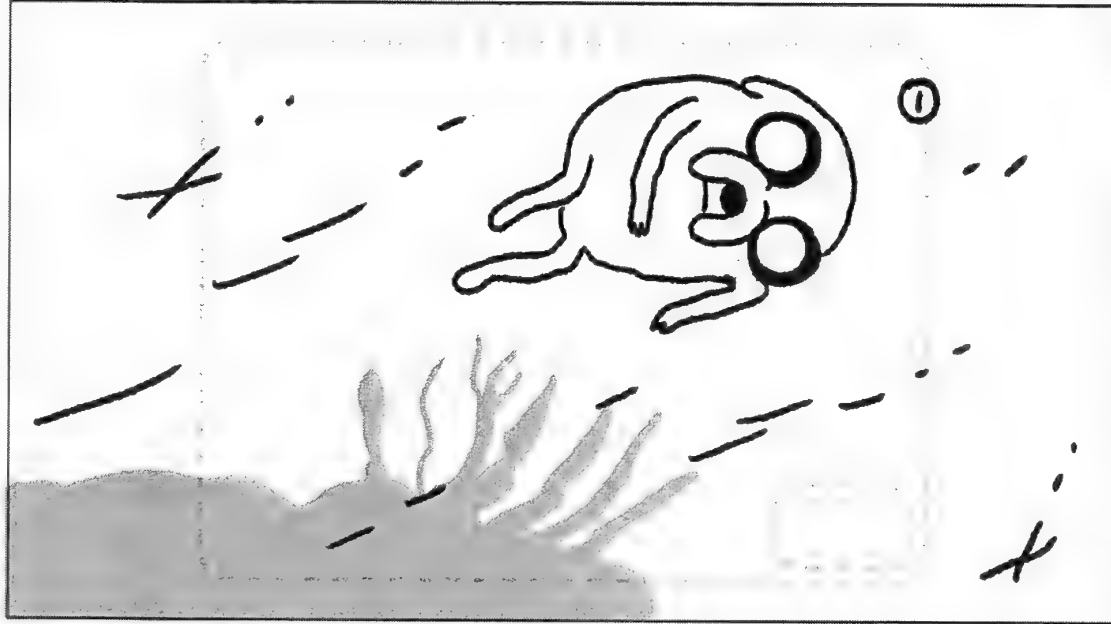
Page 161

Sc. 120

Pnl. C

Bg.

day night

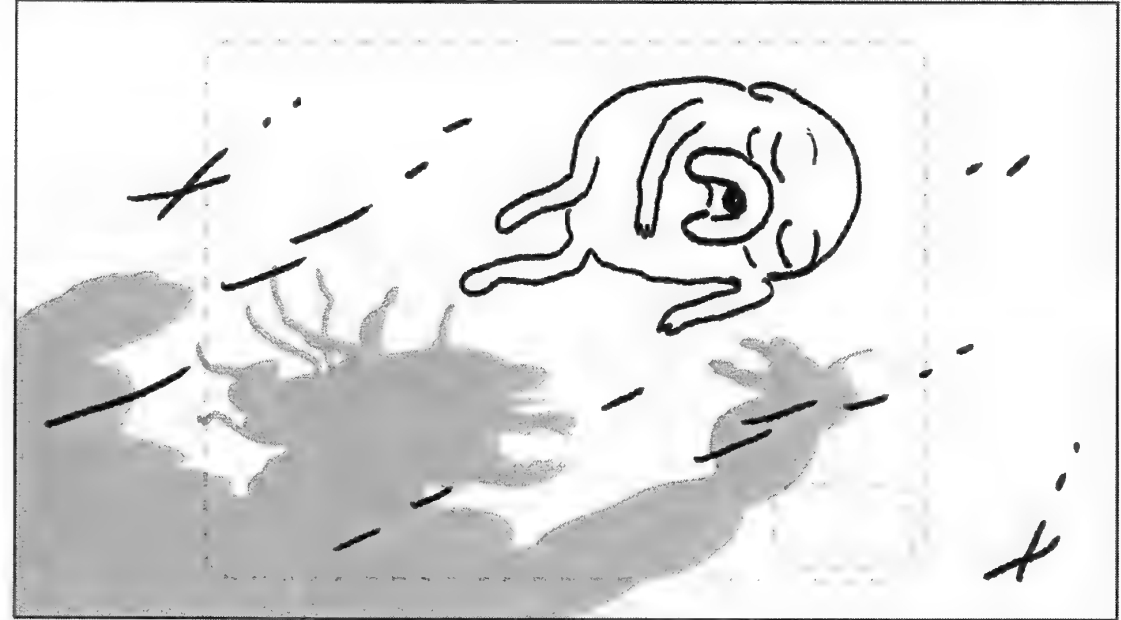


Sc. 120

Pnl. D

Bg.

day night



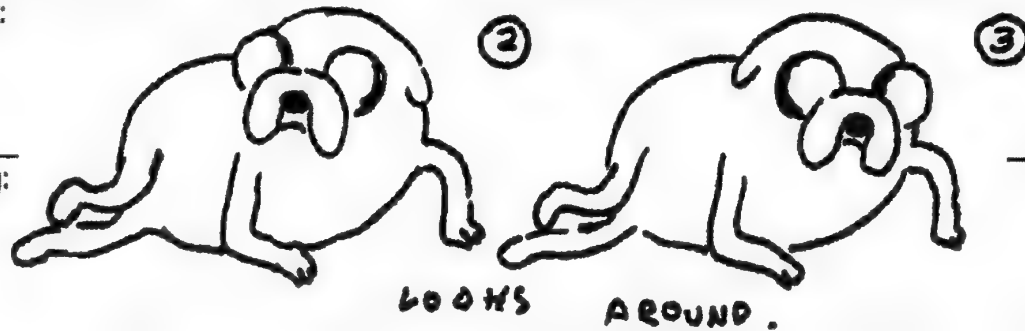
Dialog:

①/AUGAAAA NNNNNNN~ BWAUGH! AH! AH!!

Action:

PRETENDS TO GO BACK
TO SLEEP.

Timing:

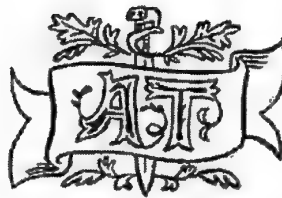


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ADVENTURE TIME

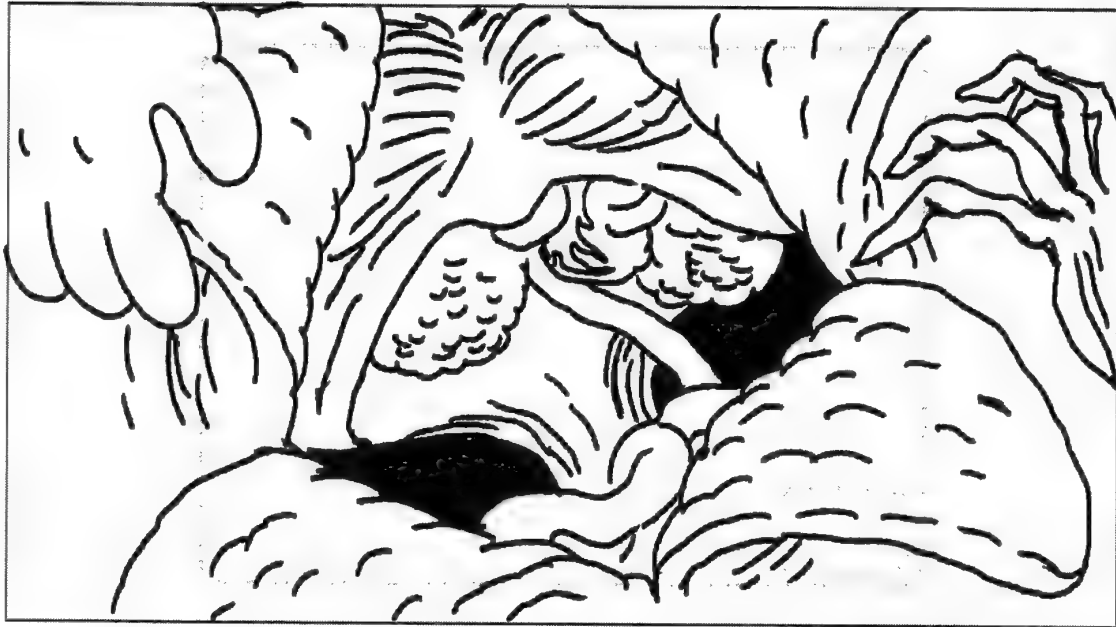


Sc. 121

Pnl. A

Bg.

day night

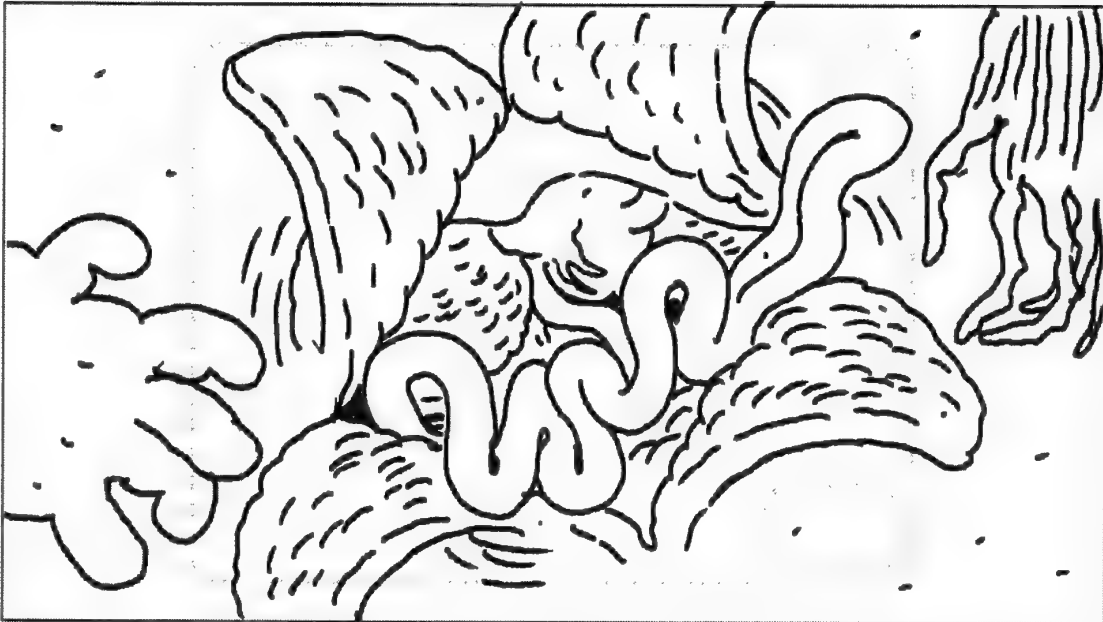


Sc. 121

Pnl. B

Bg.

day night



Dialog:

① WAUGHHA AHHAHAGLGLLBLO!!!!

Action:

BELLY CLOSING UP, (YELLOW FAT ON INSIDE OF SKIN FLAPS)
- INTESTINE'S GOIN' NUTS!

Timing:

JUST WHIPPIN' AROUND.
- LUNGS & HEART GROWING.

EPISODE # 1025-163
Production :

ADVENTURE TIME

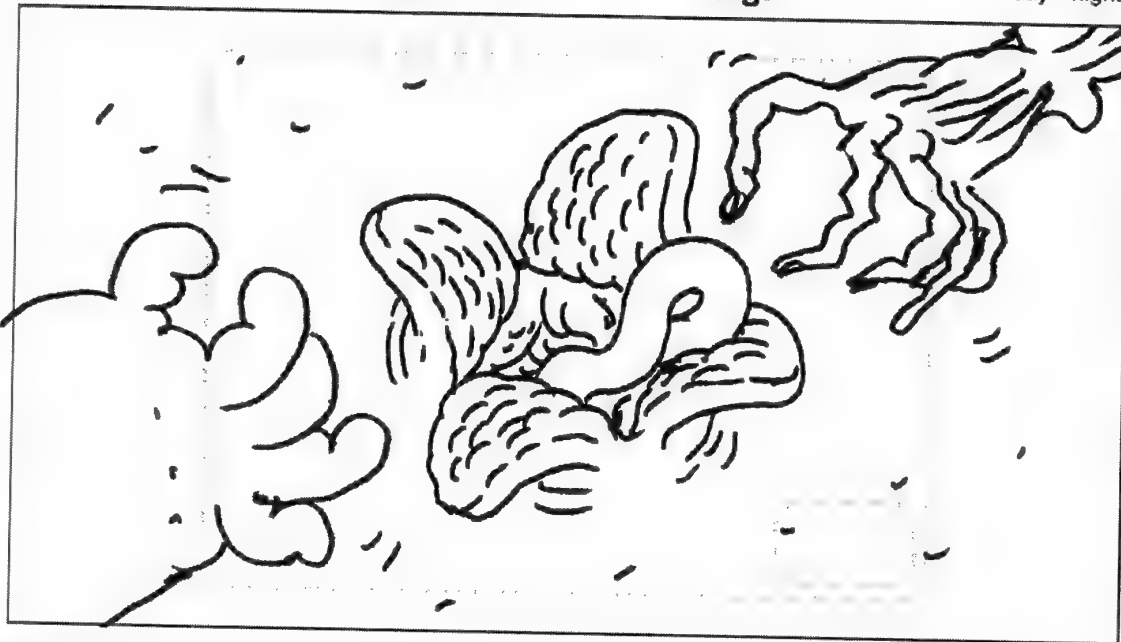


Sc. 121

Pnl. B

Bg.

day night

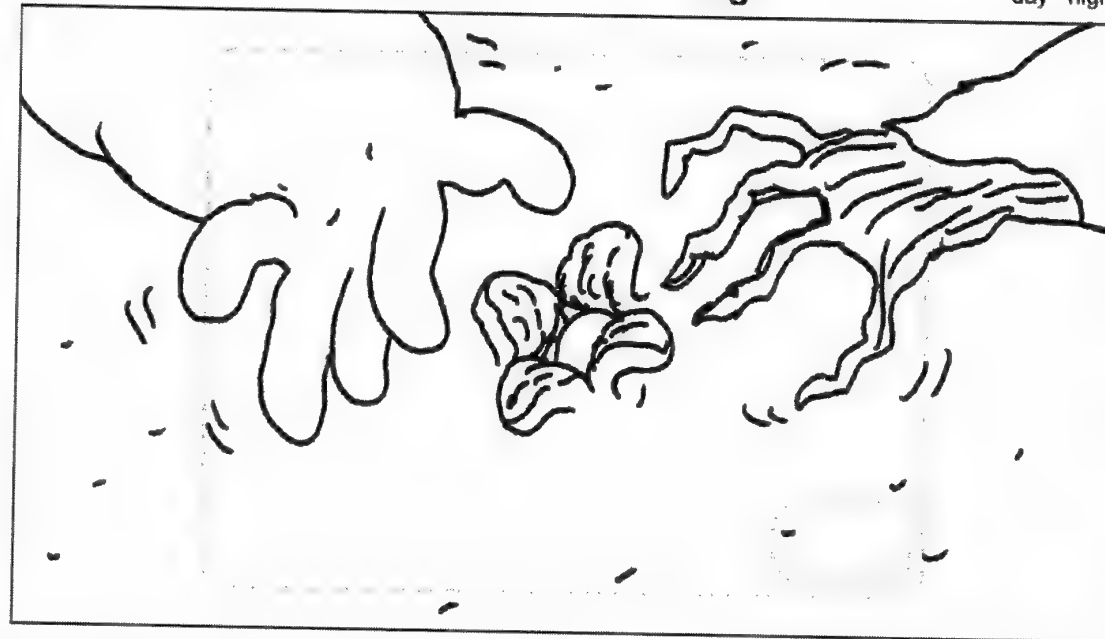


Sc. 121

Pnl. C

Bg.

day night



Dialog:

② / Y I !! Y I !! Y I !!! AAA HHAUGH !!

Action:

SCRAMBLING FINGERS, DESPERATE.

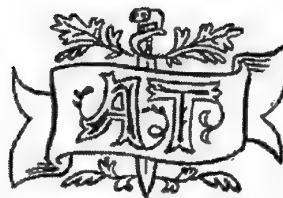
Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

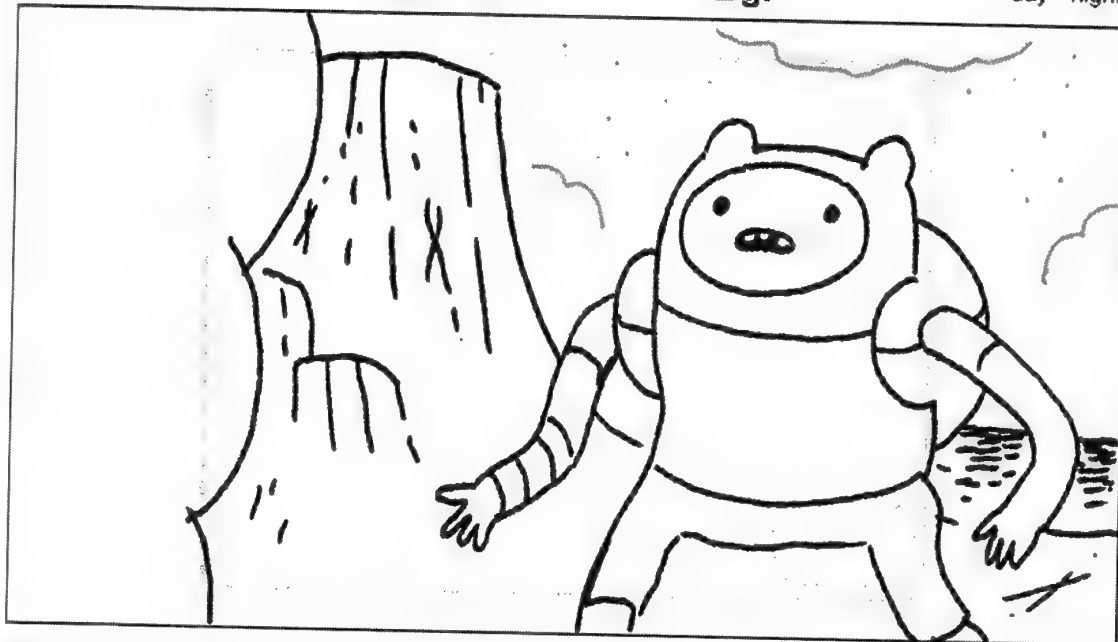


Sc. 122

Pnl. A

Bg.

day night

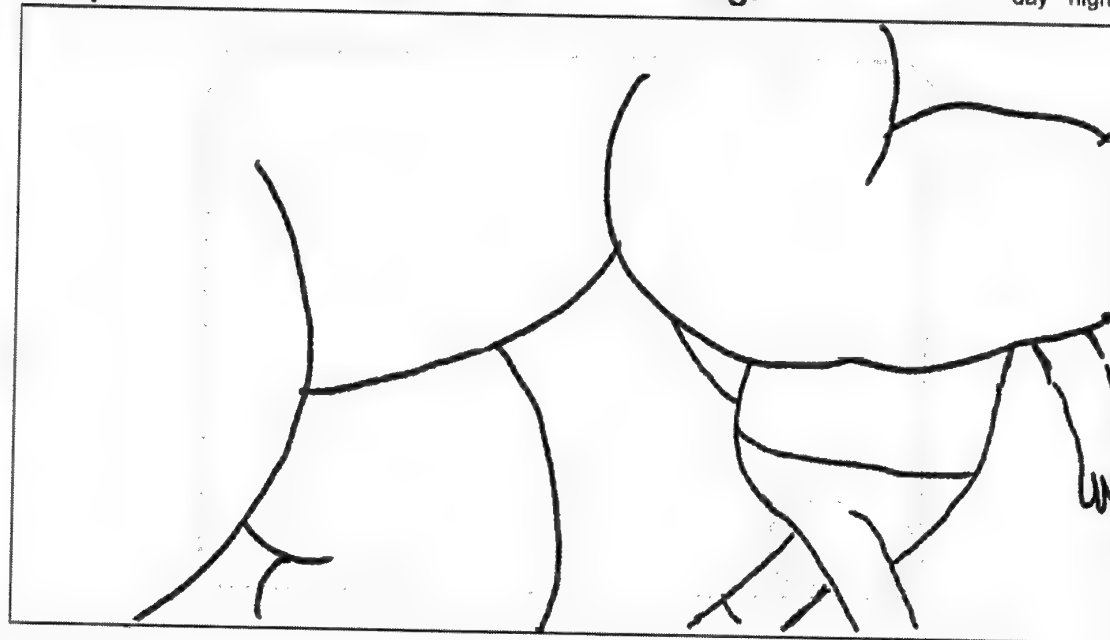


Sc. 122

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

Page 164

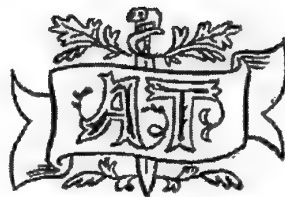
EPISODE #

1025-163

Production :

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ADVENTURE TIME

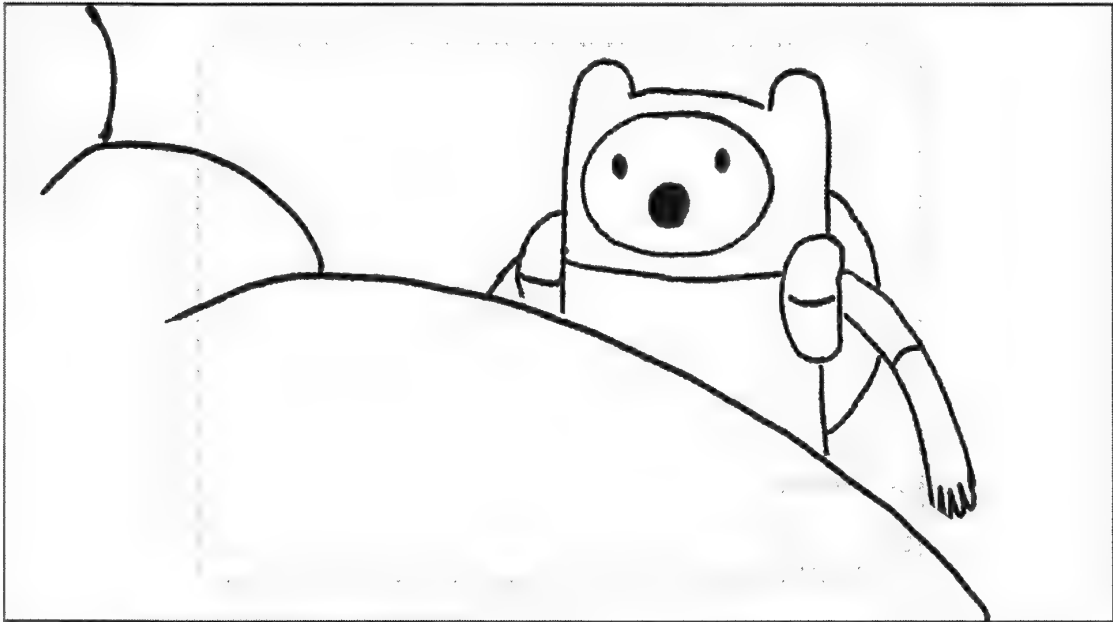


Sc. 122

Pnl. C

Bg.

day night

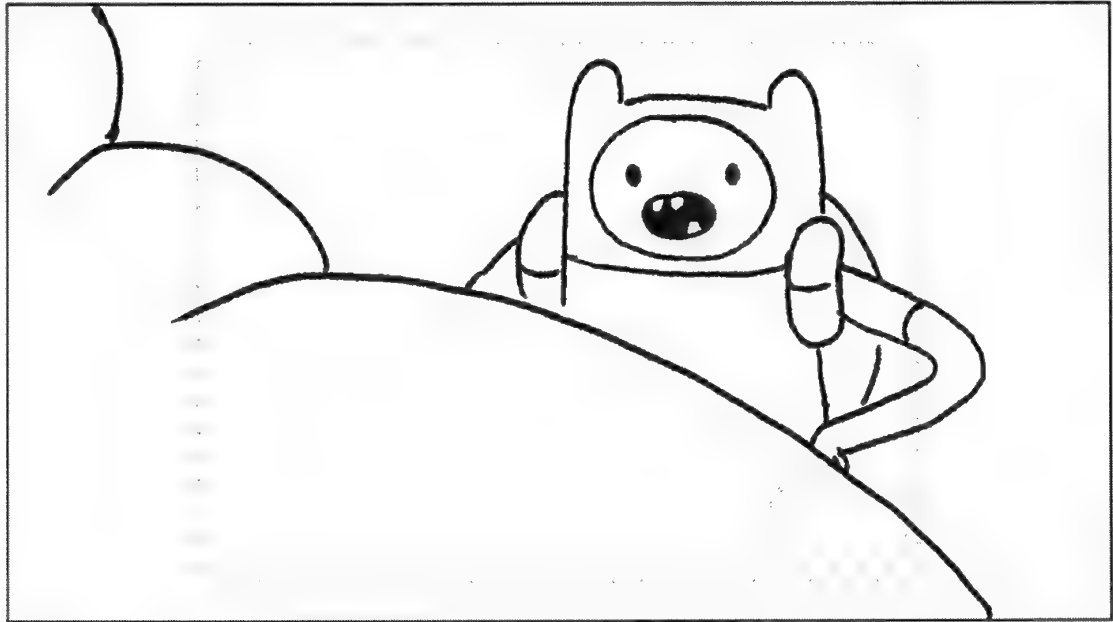


Sc. 122

Pnl. D

Bg.

day night



Dialog:	(SFX) THUMP! SCREAMS TURN TO BABY CRIES: (L) WHAUGH! WHAUGH! WHAUGH!	(F) RIGHT IN THE DOOR BELL! (L) WHAUGH! WHAUGH!
Action:		
Timing:	BUT SCARY BABY CRIES!	

EPISODE # 1025-163
Production :

ADVENTURE TIME

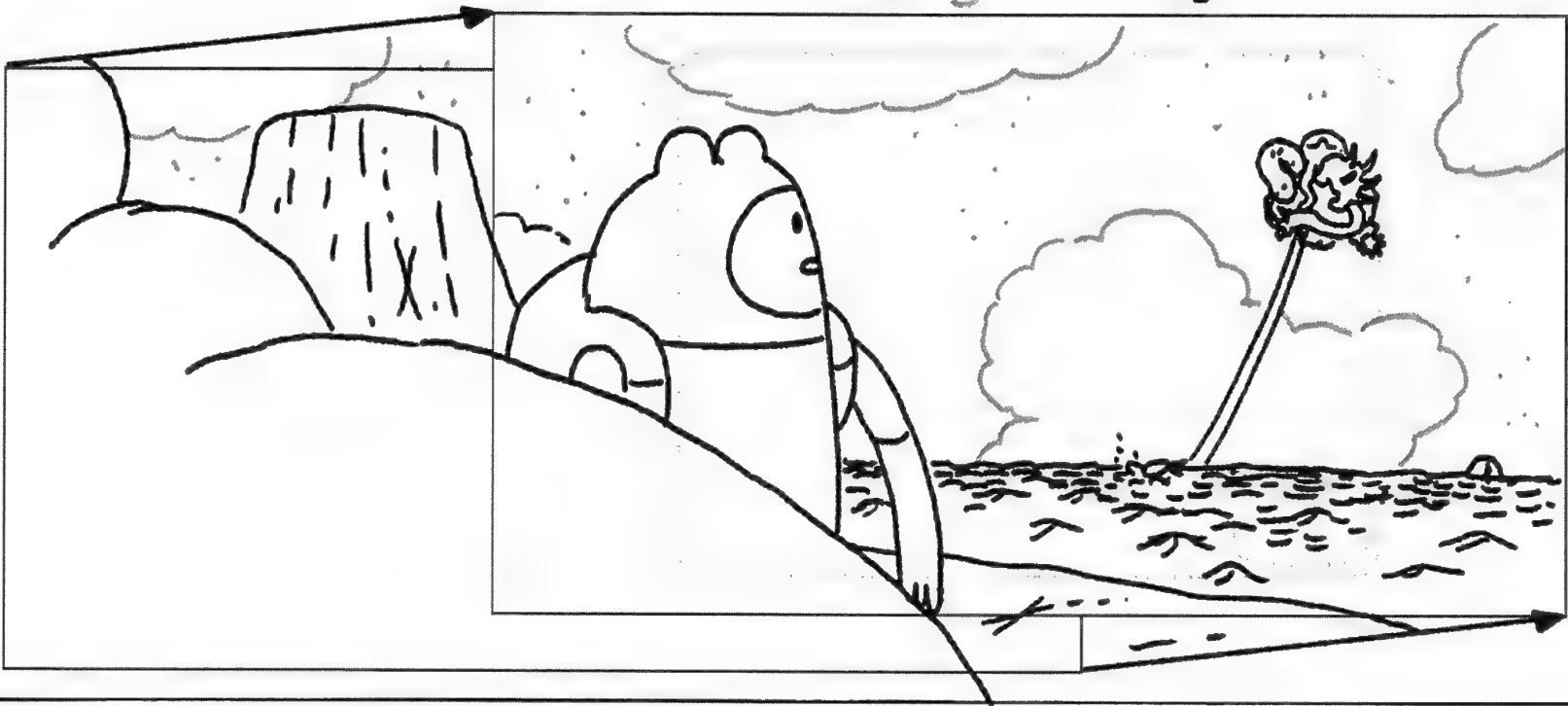
Sc. 122

Pnl. E

Bg.

day night

Page 166



Dialog:	ⓔ/ ... DAD, Ⓛ/ WHAUGH! WHAUGH!
Action:	
Timing:	

Production :

EPISODE #

1025-163

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ADVENTURE TIME



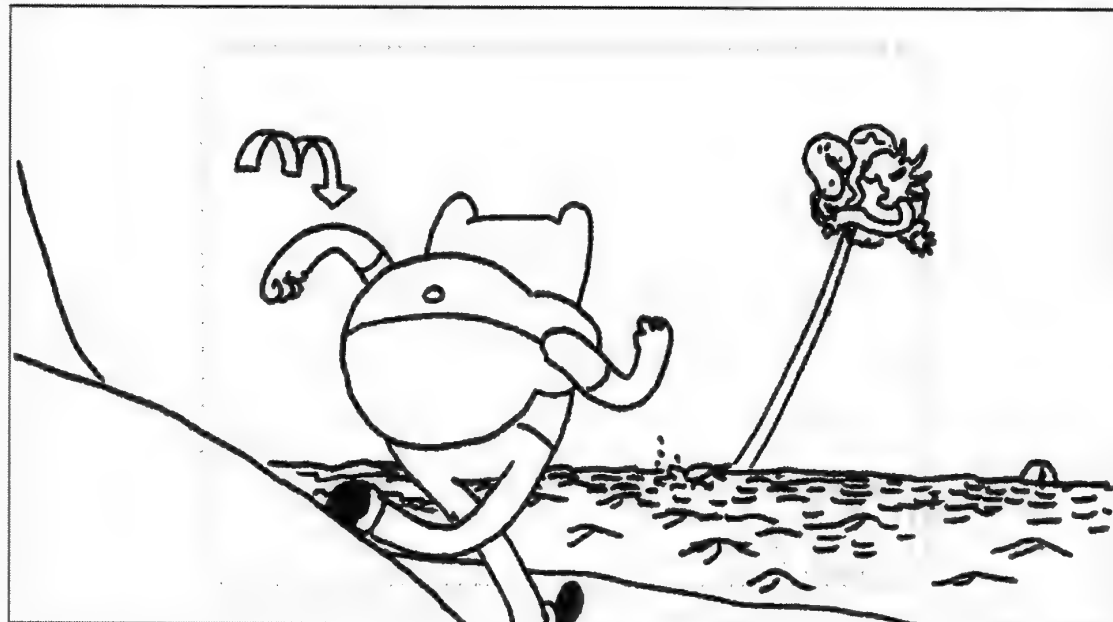
Page **167**

Sc. 122

Pnl. **F**

Bg.

day night



Sc. 123

Pnl. **A**

Bg.

day night



Dialog:

(L) WHAUGH! WHAUGH!

(F) JAKE, FINISH OFF THE -

Action:

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

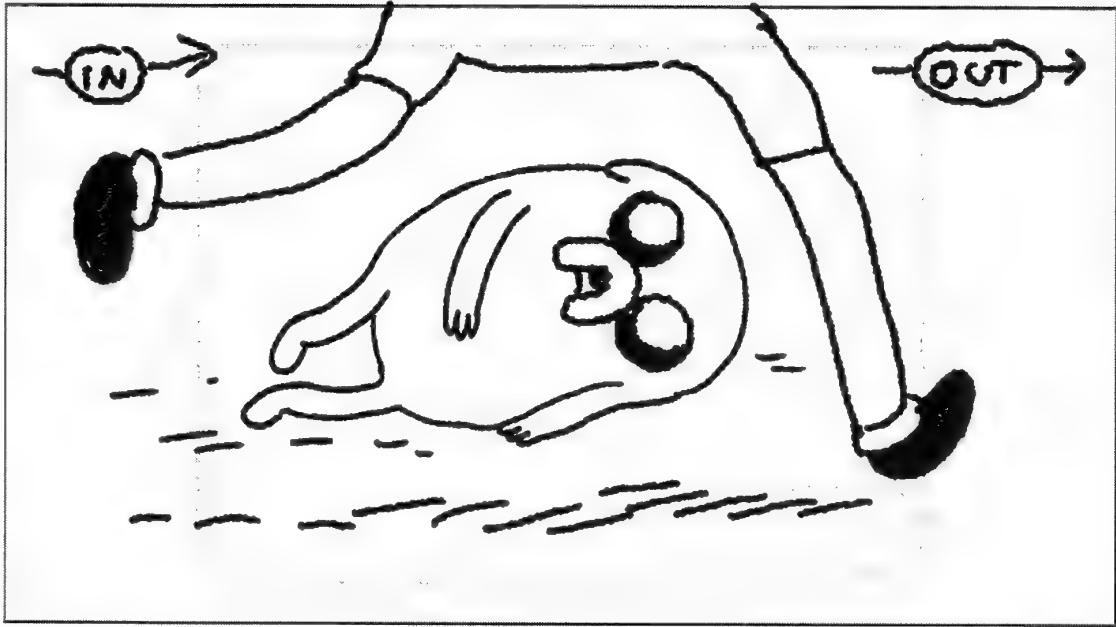


Sc. 123

Pnl. B

Bg.

day night

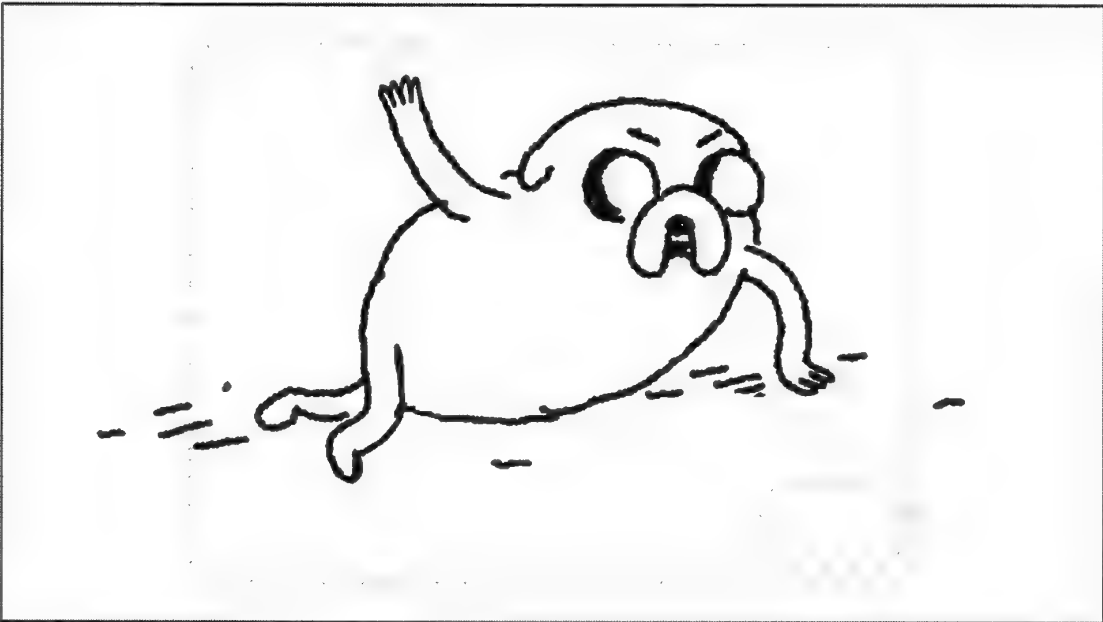


Sc. 123

Pnl. C

Bg.

day night



Dialog:

Ⓔ / ((CONT.))
- LICH! I GOTTA GO
FIND MY DAD!

Ⓜ / FINN! FORGET THAT LOSER!

Action:

Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME

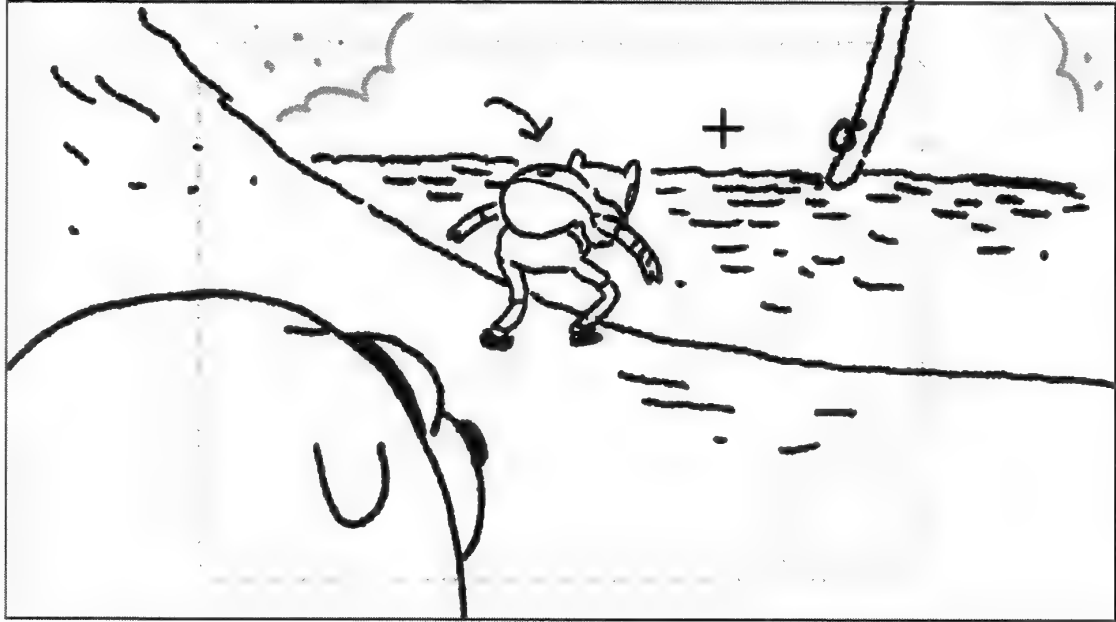


Sc. 124

Pnl. A

Bg.

day night

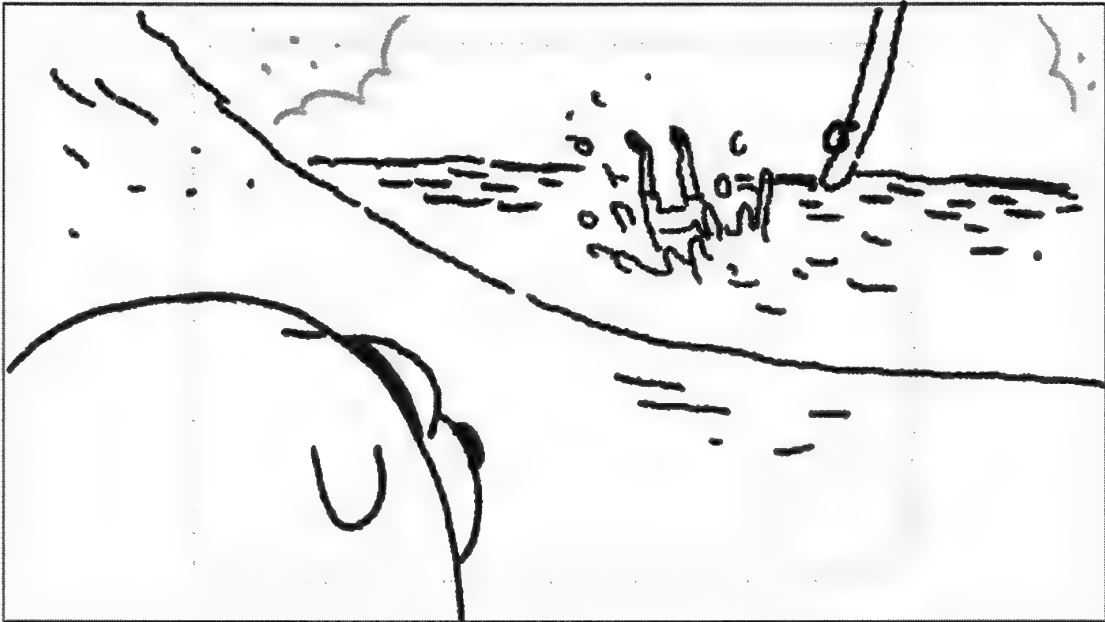


Sc. 124

Pnl. B

Bg.

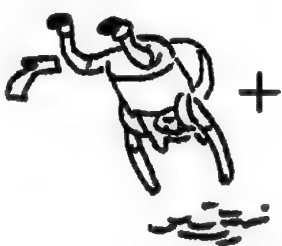
day night



Dialog:

(SFX) / SPLOOOSH!

Action:



DOES
KIND OF
A NUTTY SIDEWAYS
DIVE.

Timing:

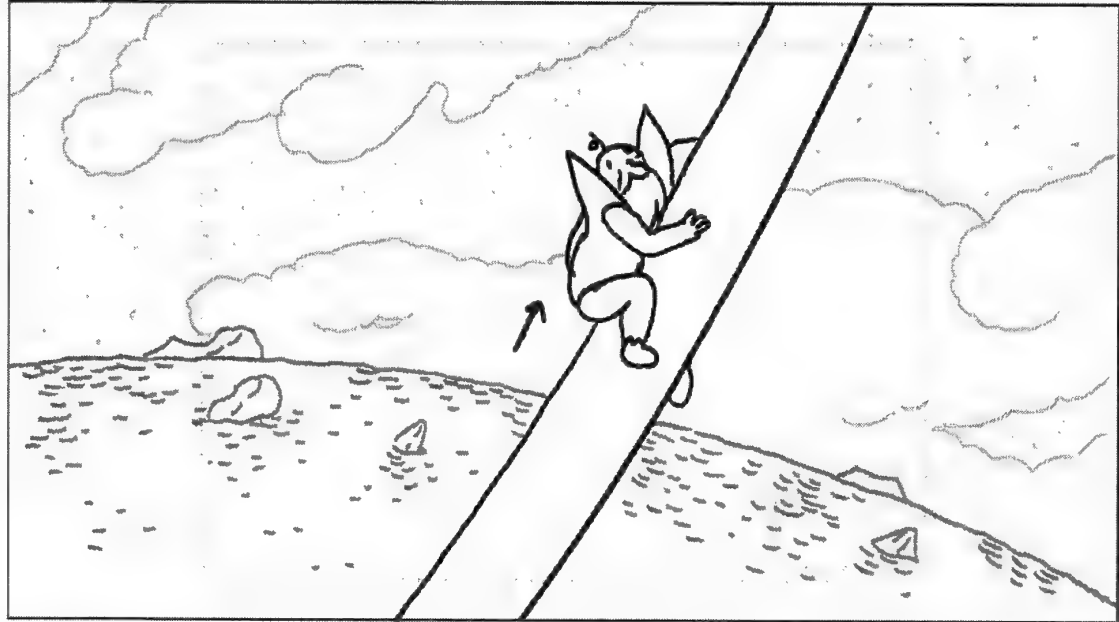
1025-163
EPISODE #
Production :

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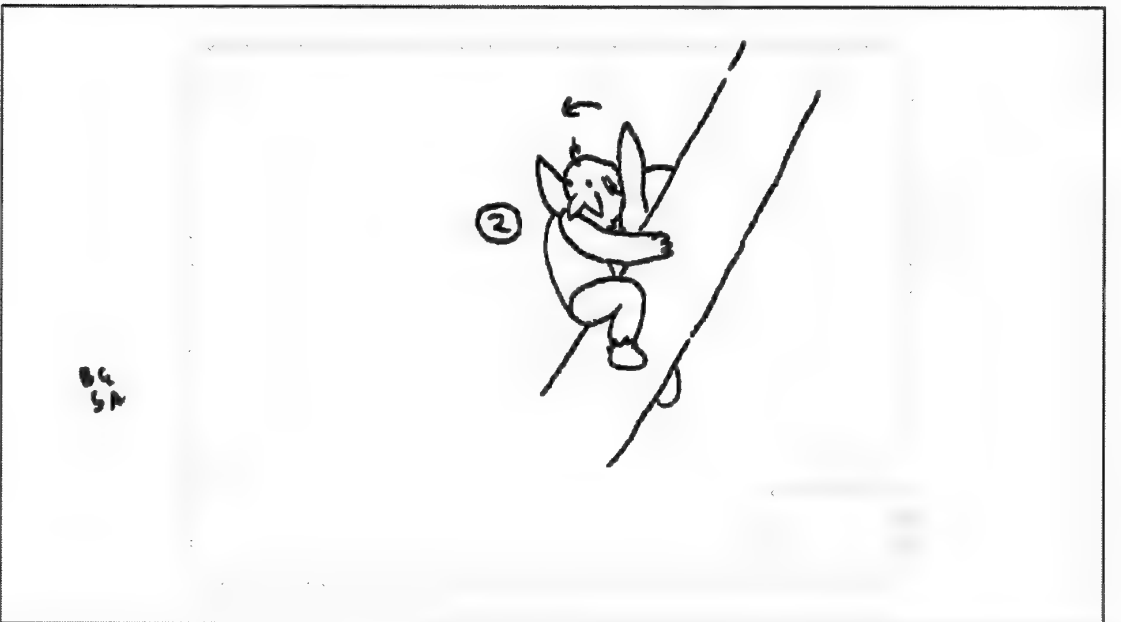
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



Dialog:	①/ HUMMING .	②/ ① (TINY) DAD!
Action:	CLIMBING.	
Timing:		

EPISODE # 1025-163
Production :

ADVENTURE TIME



Sc. 126

Pnl. A

Bg.

day night

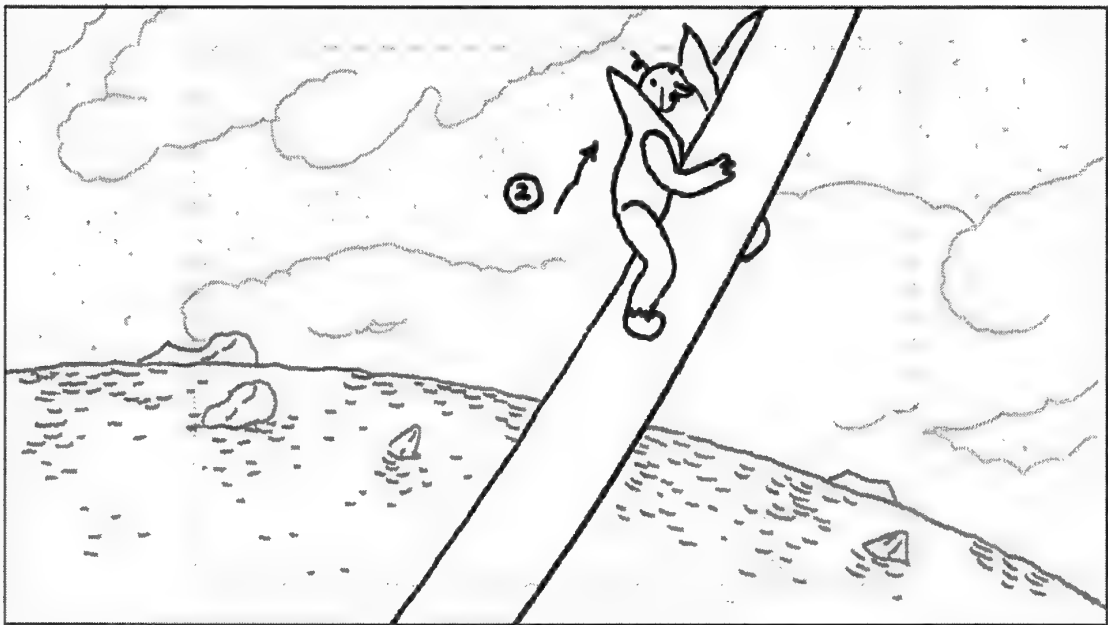


Sc. 127

Pnl. A

Bg.

day night



Dialog:	Ⓔ / WAIT!
Action:	Ⓔ KEEPS GOING, NOT SAYING ANYTHING. Ⓢ
Timing:	

ADVENTURE TIME

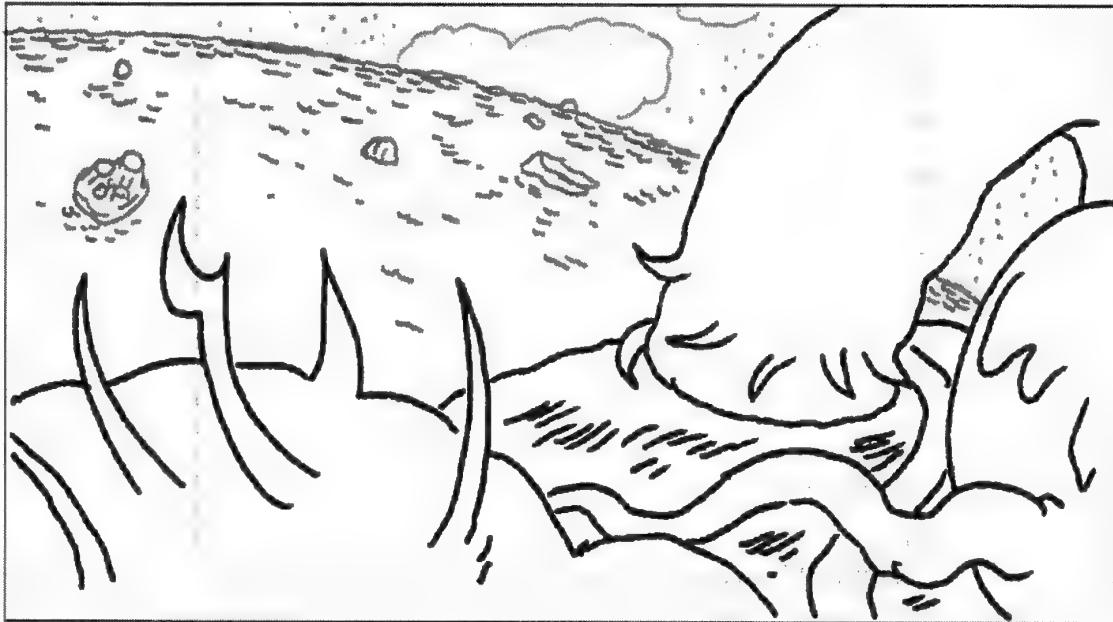


Sc. 128

Pnl. A

Bg.

day night

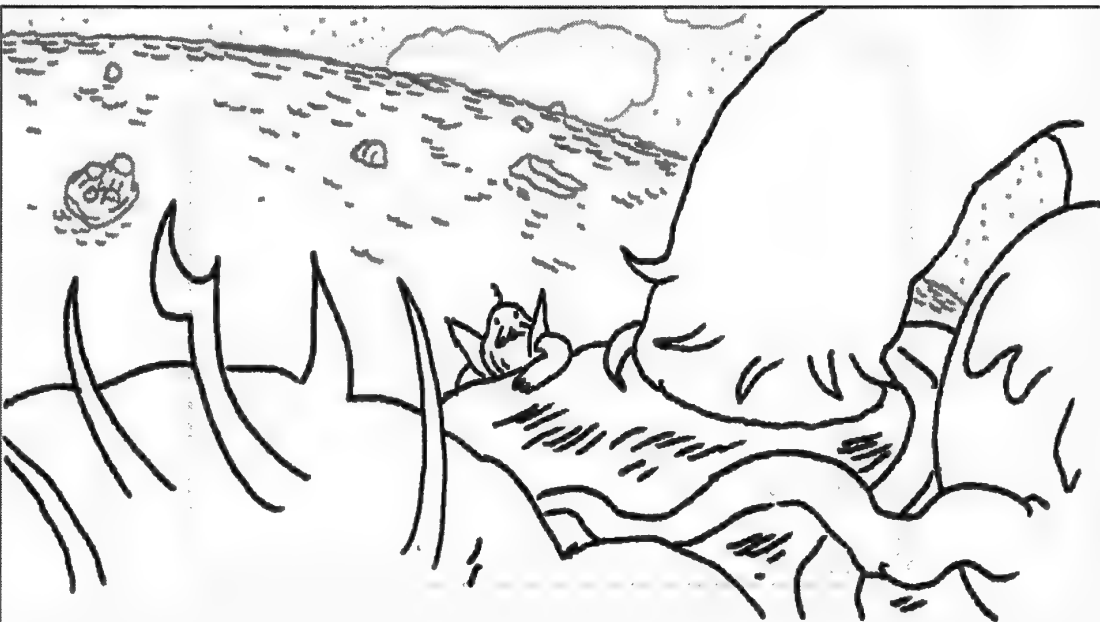


Sc. 128

Pnl. B

Bg.

day night



Dialog:

①/ HEY COOL GUYS,
LOOKING FOR A NEW BOSS?

Action:

(ALT) / - LOOKING FOR
- A CAPTAIN?
- NEED A HAND?

Timing:



1025-163

EPISODE #

Production :

ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

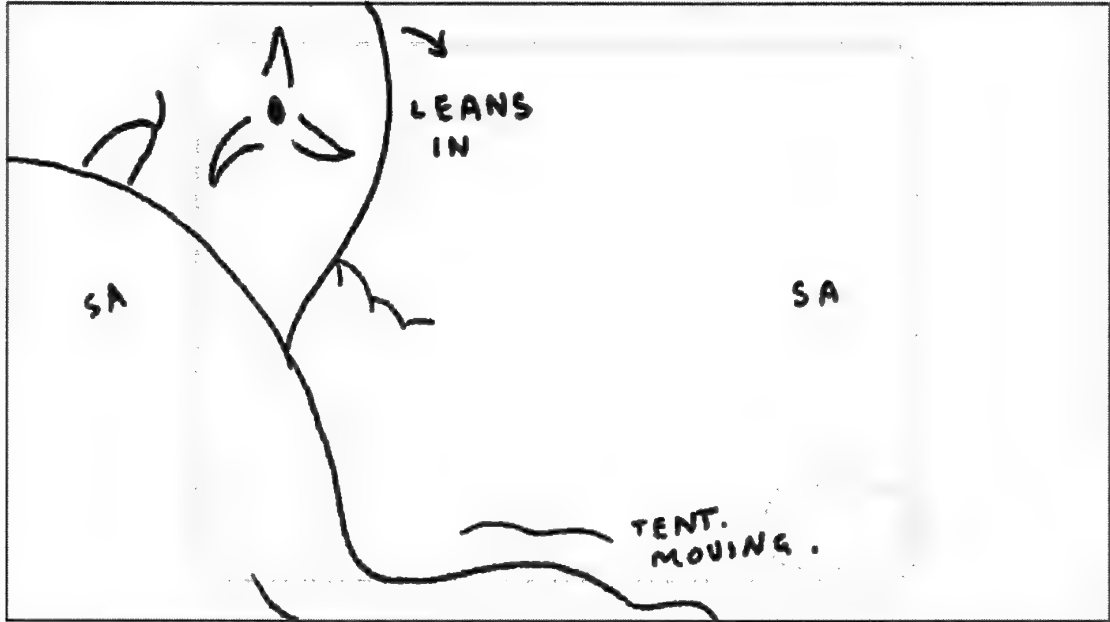


Sc. 129

Pnl. B

Bg.

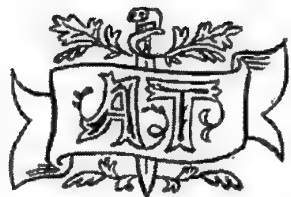
day night



Dialog:
Action:
Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME



Sc. (30

Pnl. A

Bg.

day night

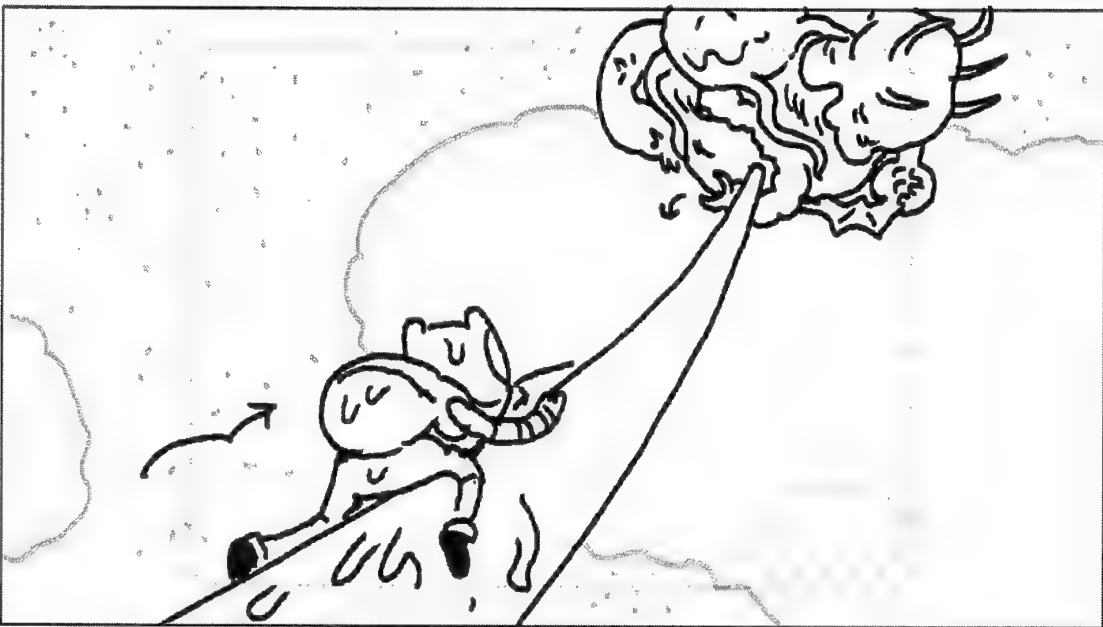


Sc. 13)

Pnl. A

Bg.

day night



Dialog:

Action:

WINKS
MATCH PREV. WINK.

FINN CLIMBING.
WET.

Timing:

Production :

EPISODE #

1025-165

ADVENTURE TIME



Page 175

Sc. 131

Pnl. 3

Bg.

day night

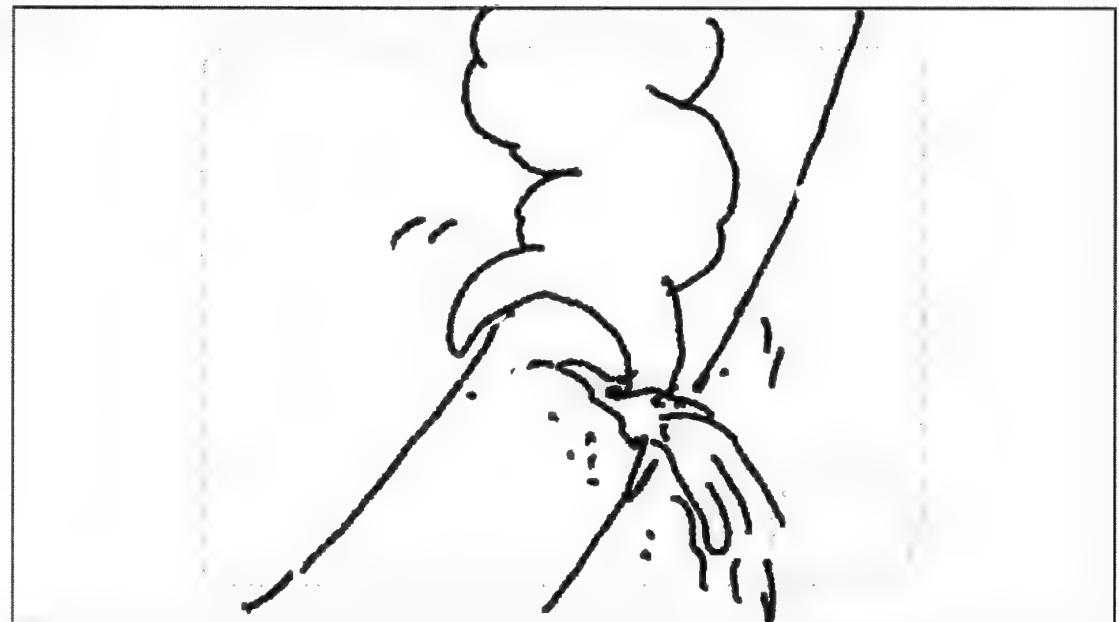


Sc. 132

Pnl. A

Bg.

day night



Dialog:

Action:

MONSTER STARTS CHEWING

. CHEWING.

- SAP FLOWING OUT

Timing:

#EPISODE #

1025-163

Production :

ADVENTURE TIME



Page 176

Sc. 133

Pnl. A

Bg.

day night



Sc. 134

Pnl. A

Bg.

day night



Dialog:

①/ CHEW FASTER, THAT GUY'S REALLY MOVING

Action:

Timing:



DRUMMING
ON THE
MONSTER
RAPIDLY.

FINN ANTICS LIKE
A CAT.

EPISODE #

1025-163

Production :

ADVENTURE TIME

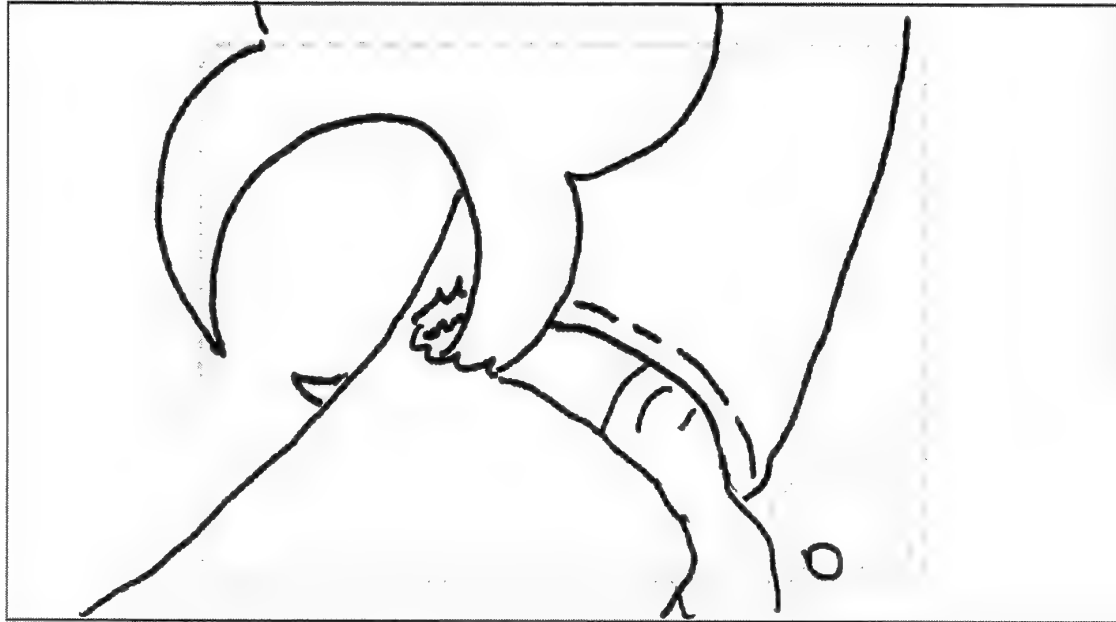


Sc. 139

Pnl. A

Bg.

day night



Sc. 139

Pnl. B

Bg.

day night



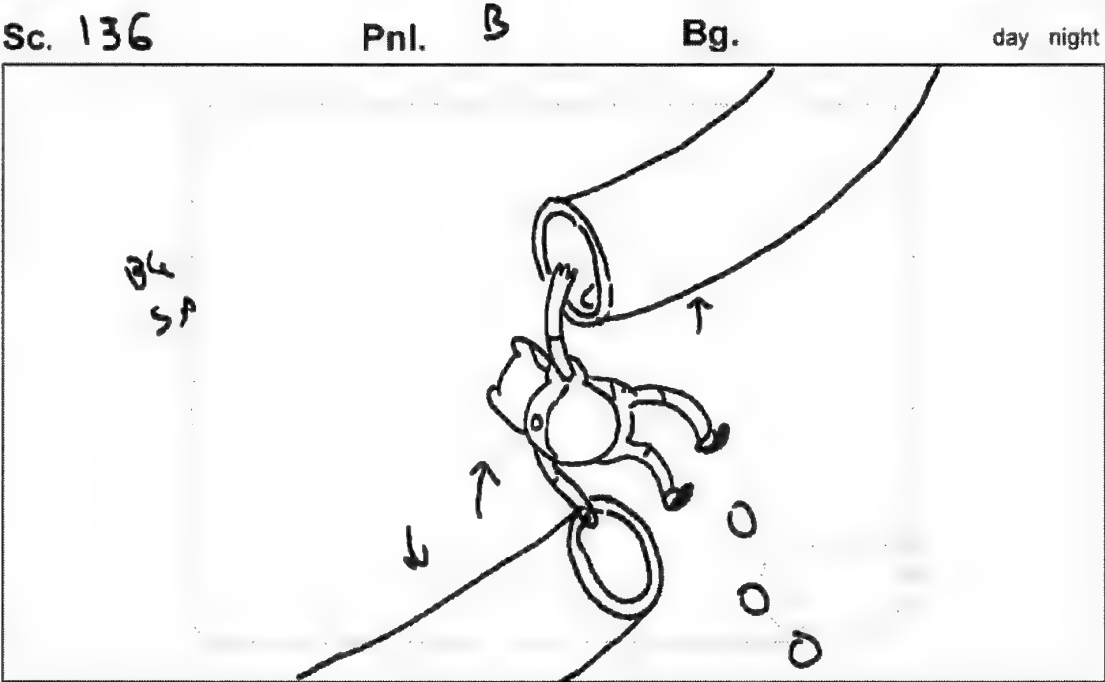
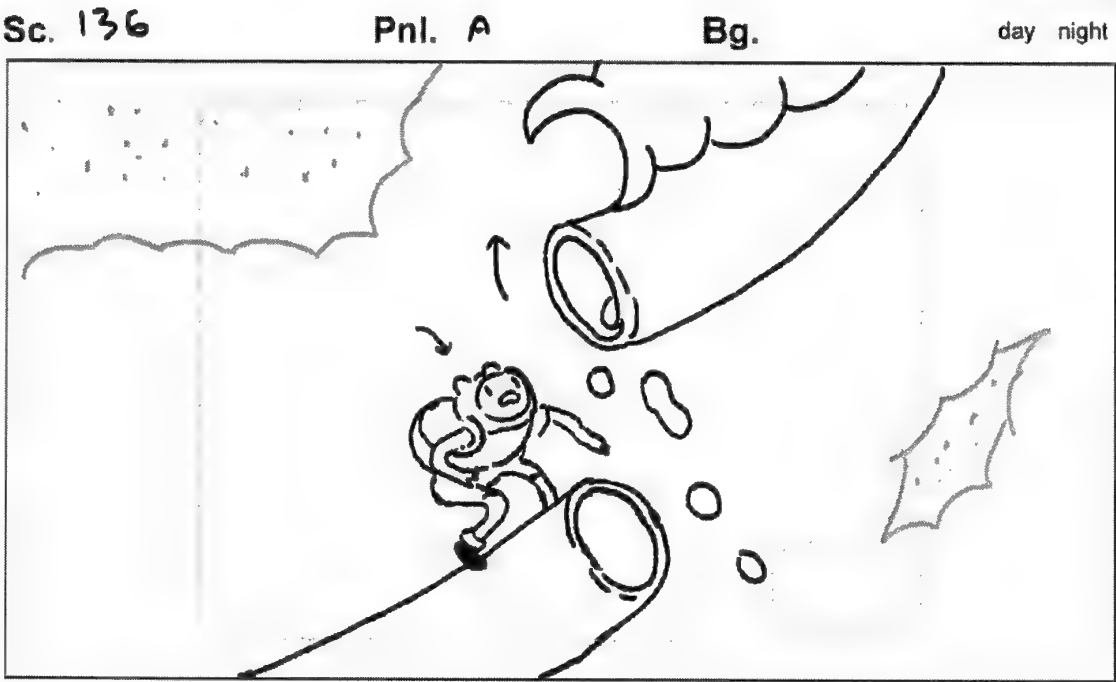
Dialog:
(SFX) / SNT! /
Action:
Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



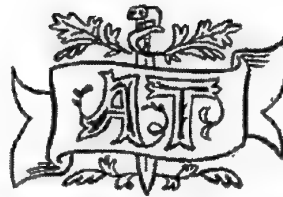
Dialog:	ⓔ HYUP!
Action:	(SHOULD CLOUDS BE MOVING?)
Timing:	

1025-163

EPISODE #

Production :

ADVENTURE TIME

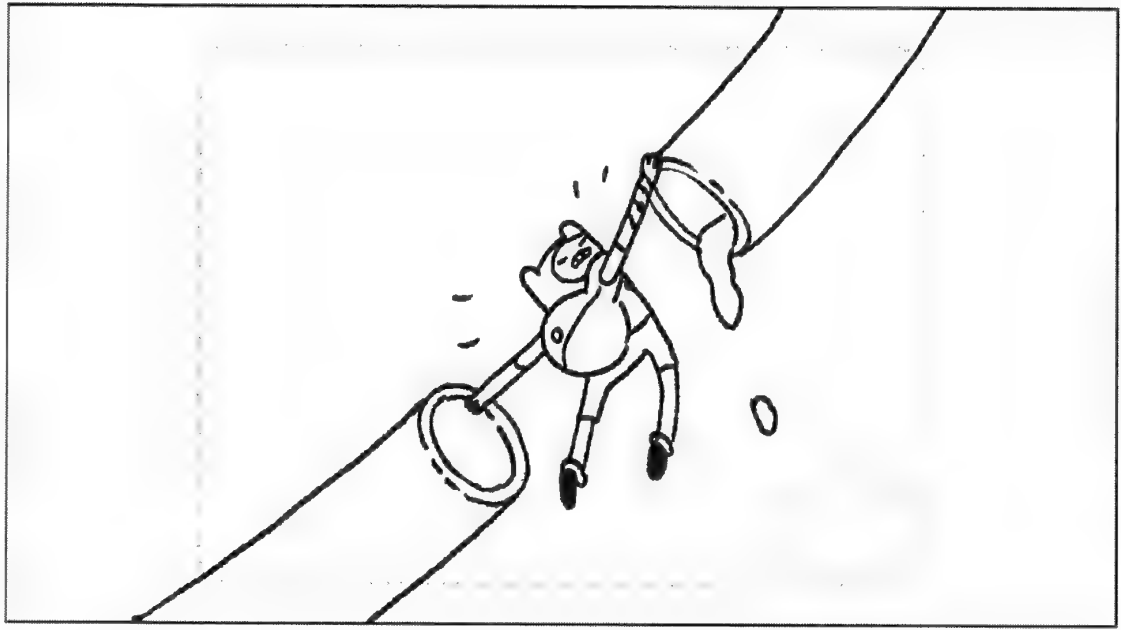


Sc. 136

Pnl. C

Bg.

day night

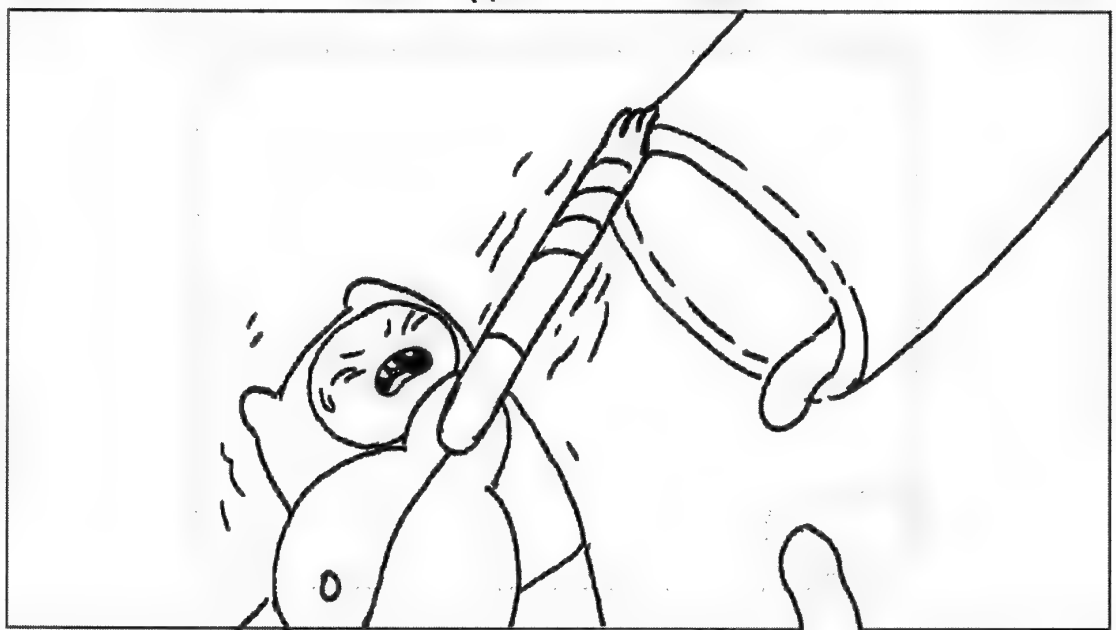


Sc. 136

Pnl. A

Bg.

day night



Dialog:	(SFX) / SNAP! (E) / VHN!!!!!!	(E) GNGNG ... <u>DAD...</u> <u>STOP!</u>
Action:	FINN'S PULLED <u>TAUT</u> ,	FINN GETS RED, SHAKING. THERE'S A SINGLE BEAD OF SWEAT.
Timing:		

1025-163

EPISODE #

Production :

ADVENTURE TIME

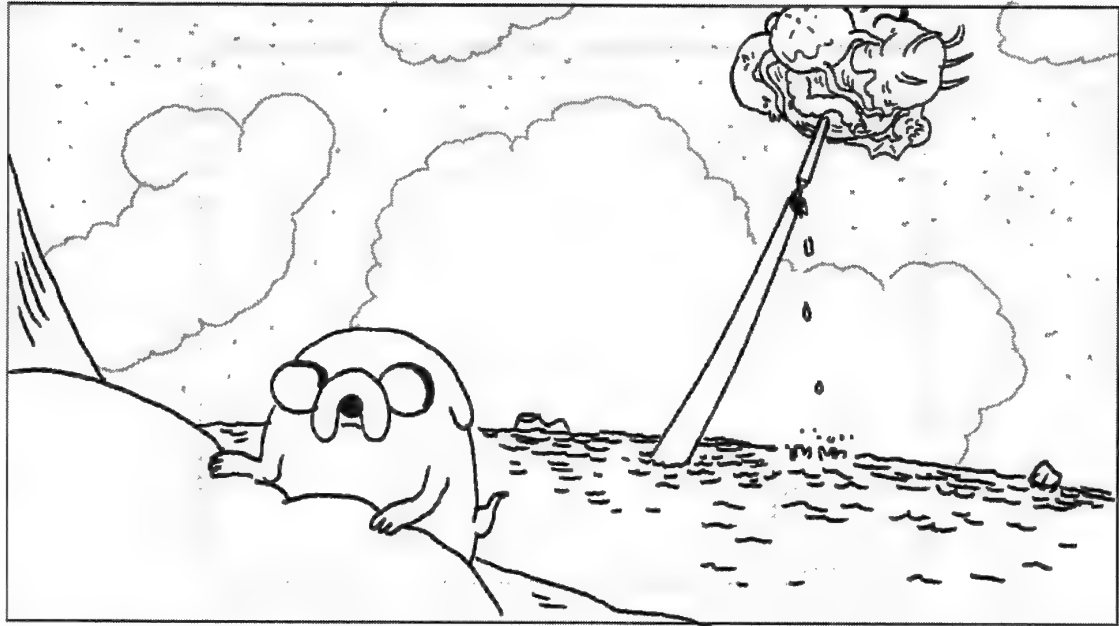


Sc. 137

Pnl. A

Bg.

day night



Sc. 137

Pnl. B

Bg.

day night



Dialog:

①/ FINN!

Action:

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



Sc. 137

Pnl. c

Bg.

day night



Sc. 137

Pnl. d

Bg.

day night



Dialog:
Action: <p>LIKE A FISHING ROD.</p>
Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

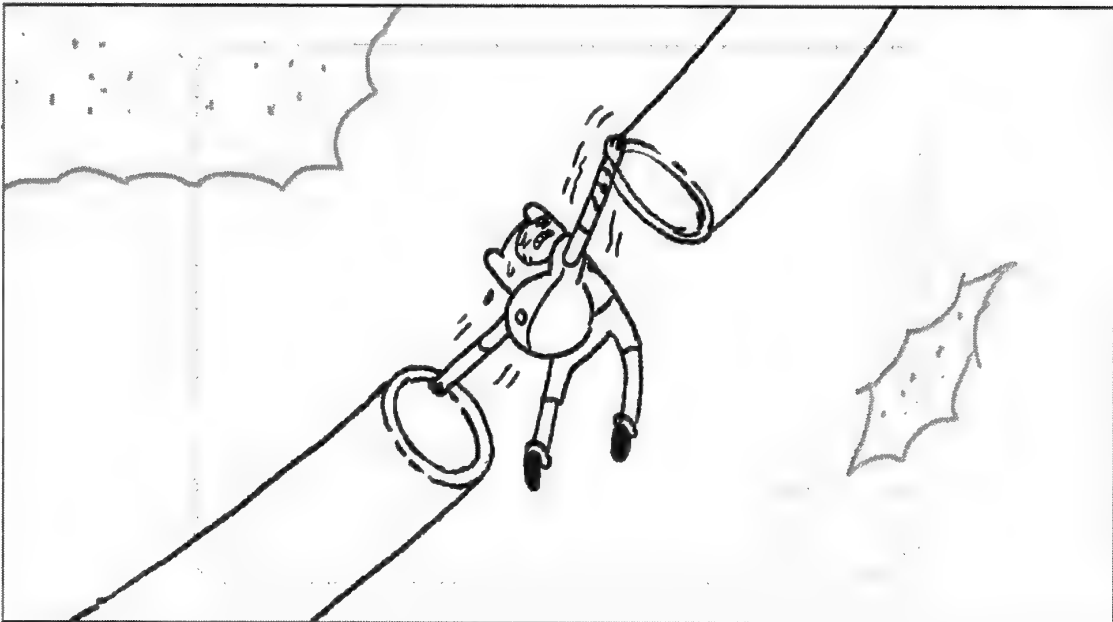


Sc. 138

Pnl. A

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



Dialog:

©/ NNNNNNNAAGHNN -

Action:

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

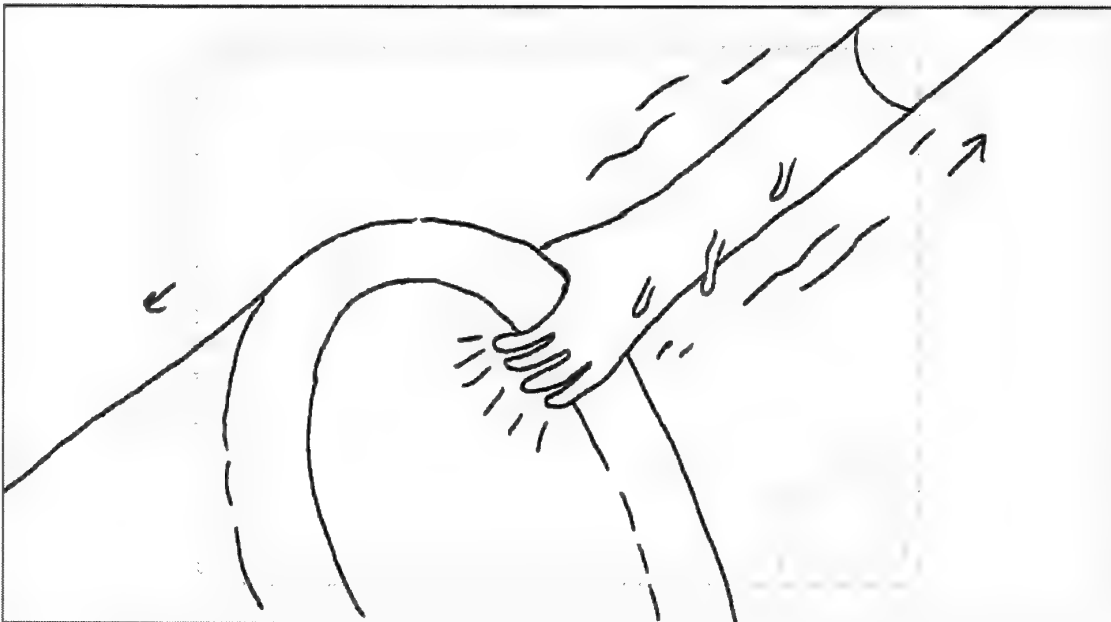


Sc. 139

Pnl. b

Bg.

day night



Sc. 139

Pnl. c

Bg.

day night



Dialog:

ⓕ /AAH!

Action:

o SLIPS. o

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

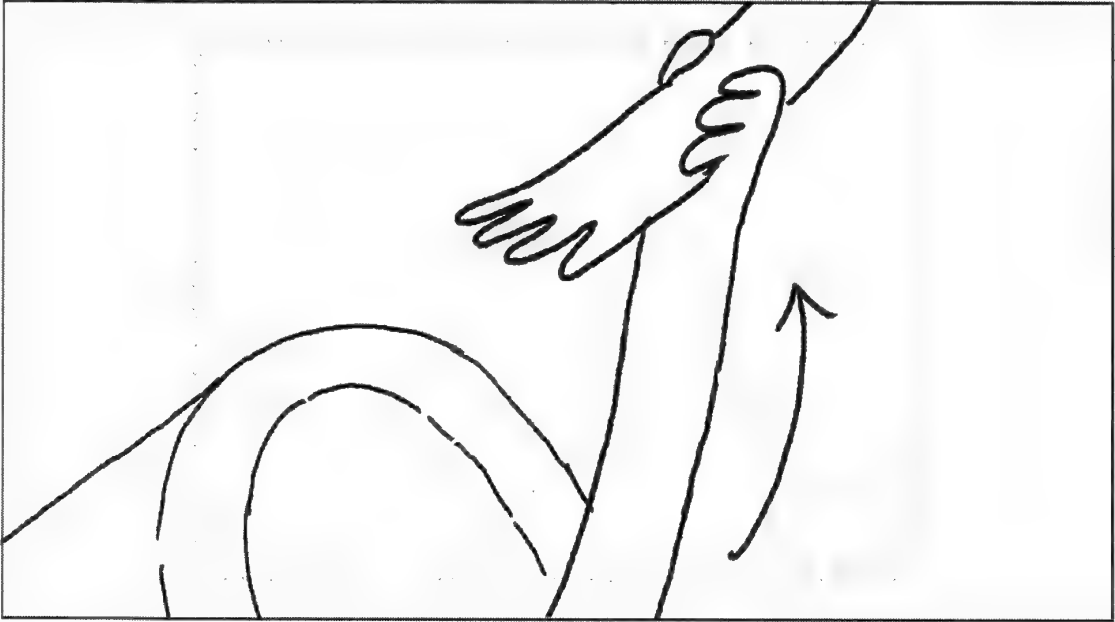


Sc. 139

Pnl. 0

Bg.

day night

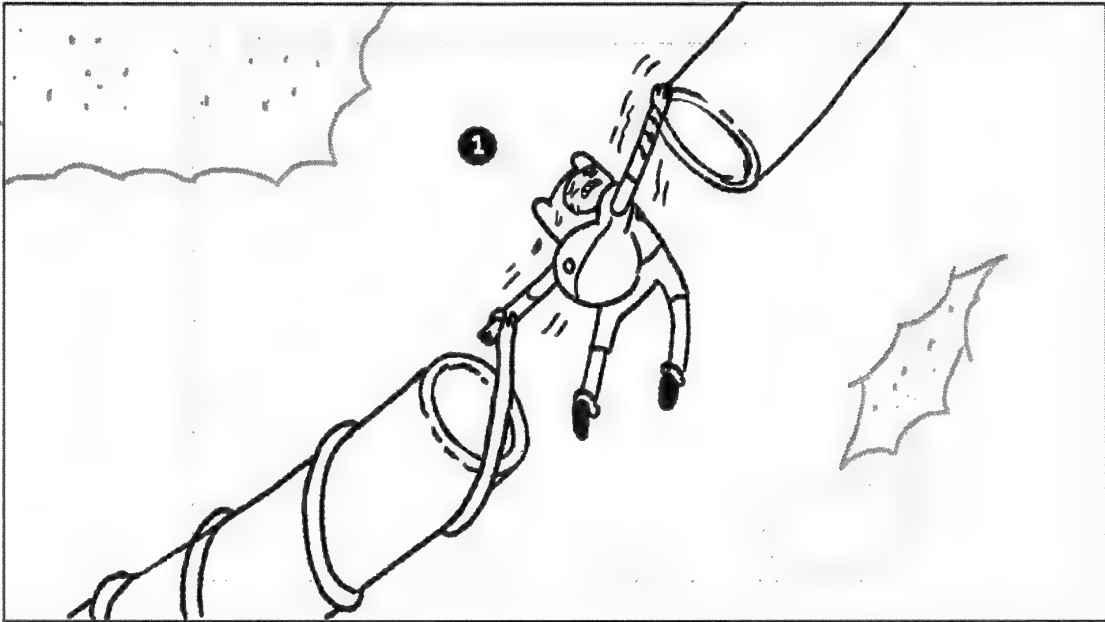


Sc. 140

Pnl. A

Bg.

day night



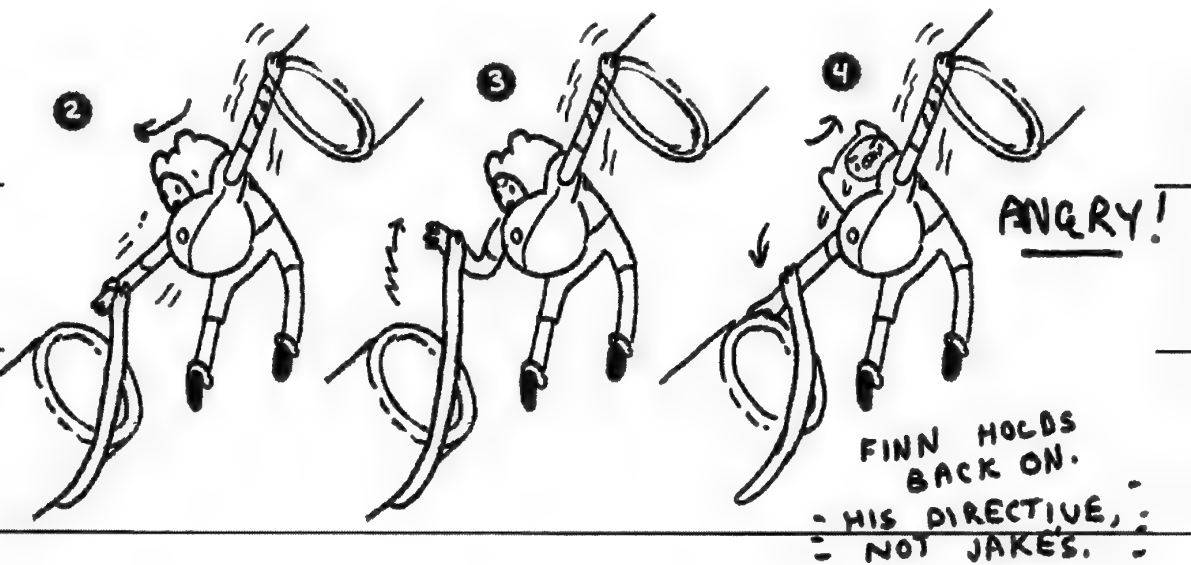
Dialog:

(SFX) SMACK!

Action:

JAKE!

Timing:



EPISODE #

1025-163

Production :

ADVENTURE TIME



Page 185

Sc. 141

Pnl. A

Bg.

day night



Sc. 141

Pnl. B

Bg.

day night



Dialog:

RRAGHH

⑤/ MARTIN , I WON'T LET YOU!!

(ALT)/ MARTIN! DON'T YOU LEAVE ME AGAIN!

Action:

ARM MUSCLES GROWING
SLIGHTLY.

Timing:

THIS IS WHAT WAS IN THE
PITCH, BUT MAYBE IT'S TOO CLICHÉ?

- SW.

1025-163

EPISODE #

Production :

ADVENTURE TIME



Sc. 142

Pnl. A

Bg.

day night

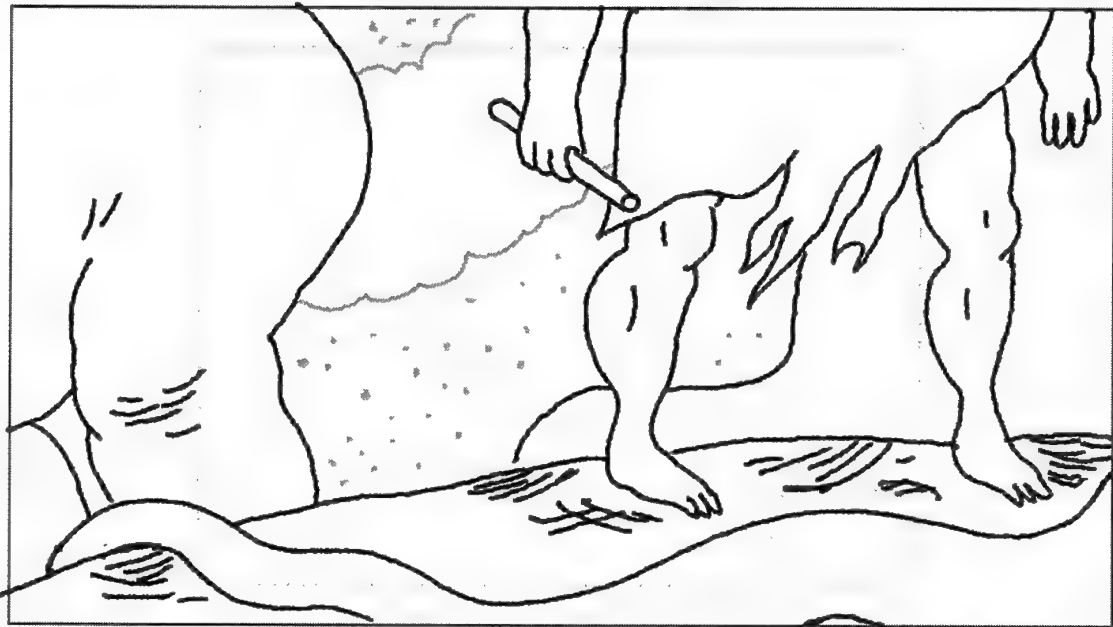


Sc. 143

Pnl. A

Bg.

day night

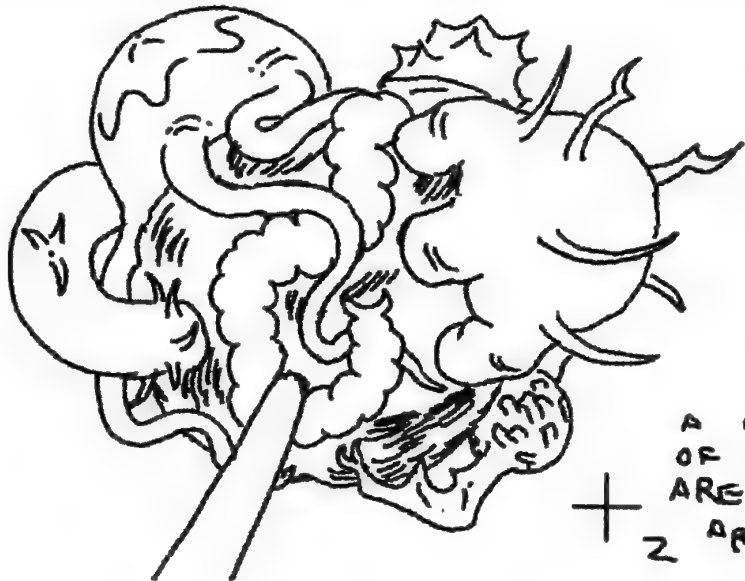


Dialog:

Action:

MORE OF
AN UP-
SHOT THAN
PREVIOUS

Timing: VIEWS
OF
THIS.



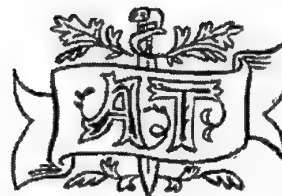
A COUPLE
OF THEM
ARE MOVING
+ 2 AROUND A BIT.

1025-163

EPISODE #

Production :

ADVENTURE TIME



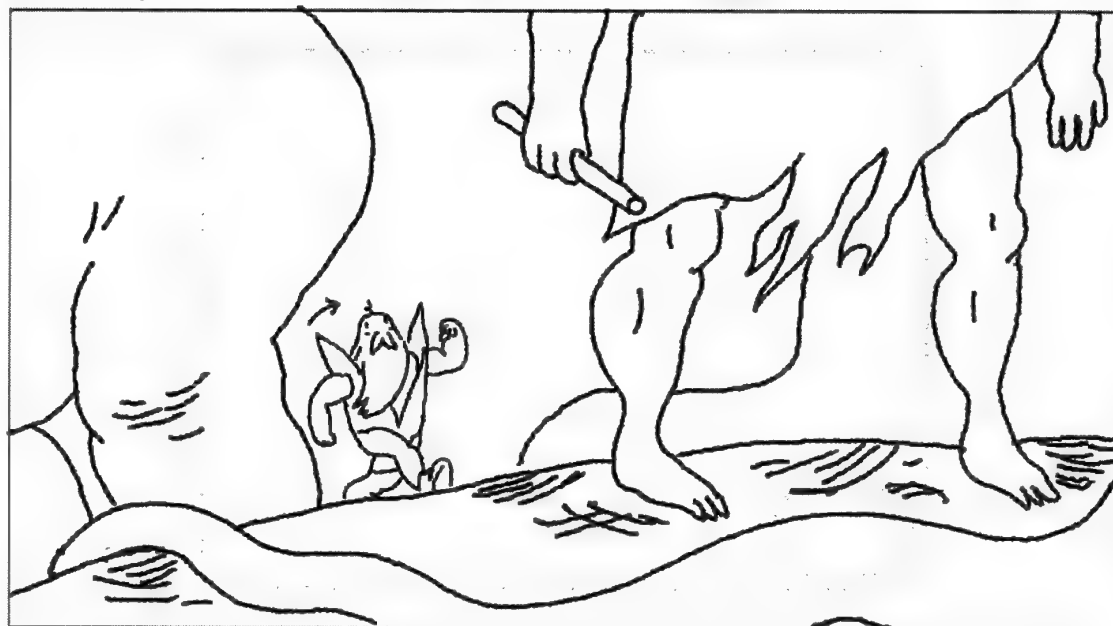
Page 187

Sc. 143

Pnl. B

Bg.

day night



Sc. 143

Pnl. C

Bg.

day night



Dialog:

①/ HEY-HEY, YOU'RE A "VOID
CASTER", RIGHT?
WE GOTTA PUT SOME -

Action:

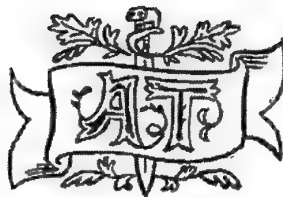
Timing:

EPISODE #

Production :

1025-163

ADVENTURE TIME

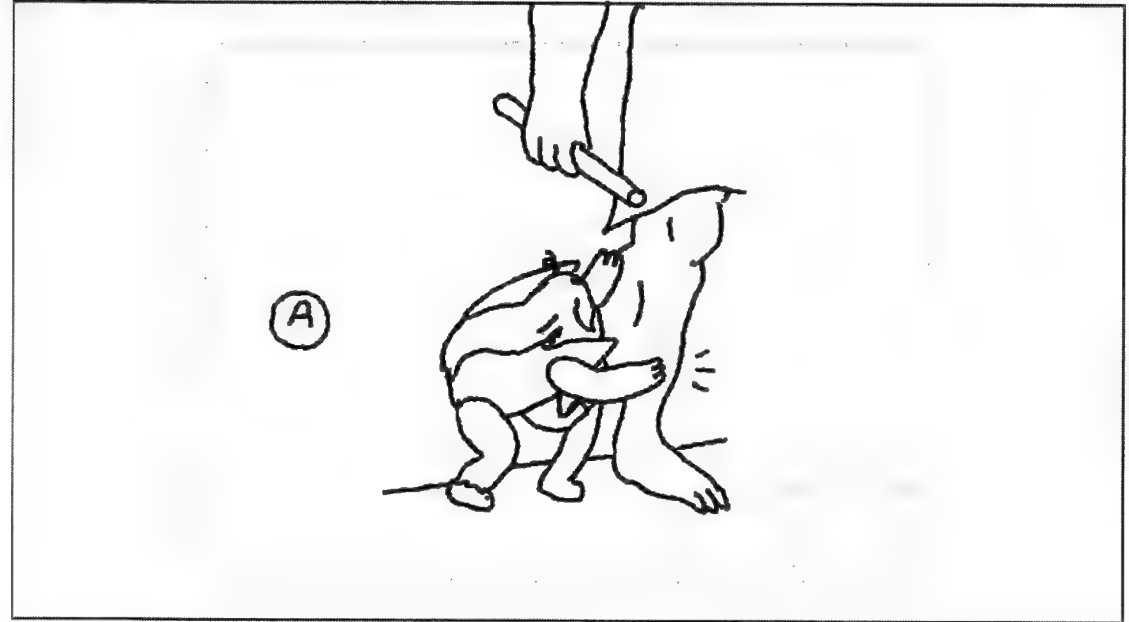


Sc. 144

Pnl. D

Bg.

day night

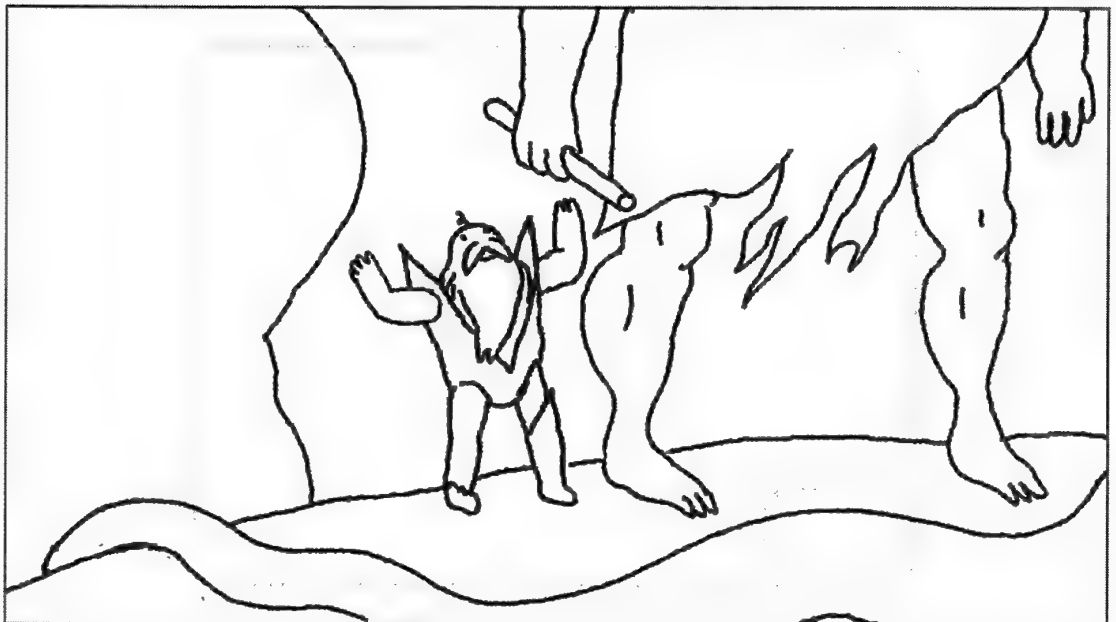



Sc. 144

Pnl. E

Bg.

day night



Dialog:		
Action:		DRUMS, SAME AS ON THE CENTIPEDE
Timing:		

⑩/ - GAS IN THIS BUGGY!

1025-163
EPISODE #
Production :

ADVENTURE TIME

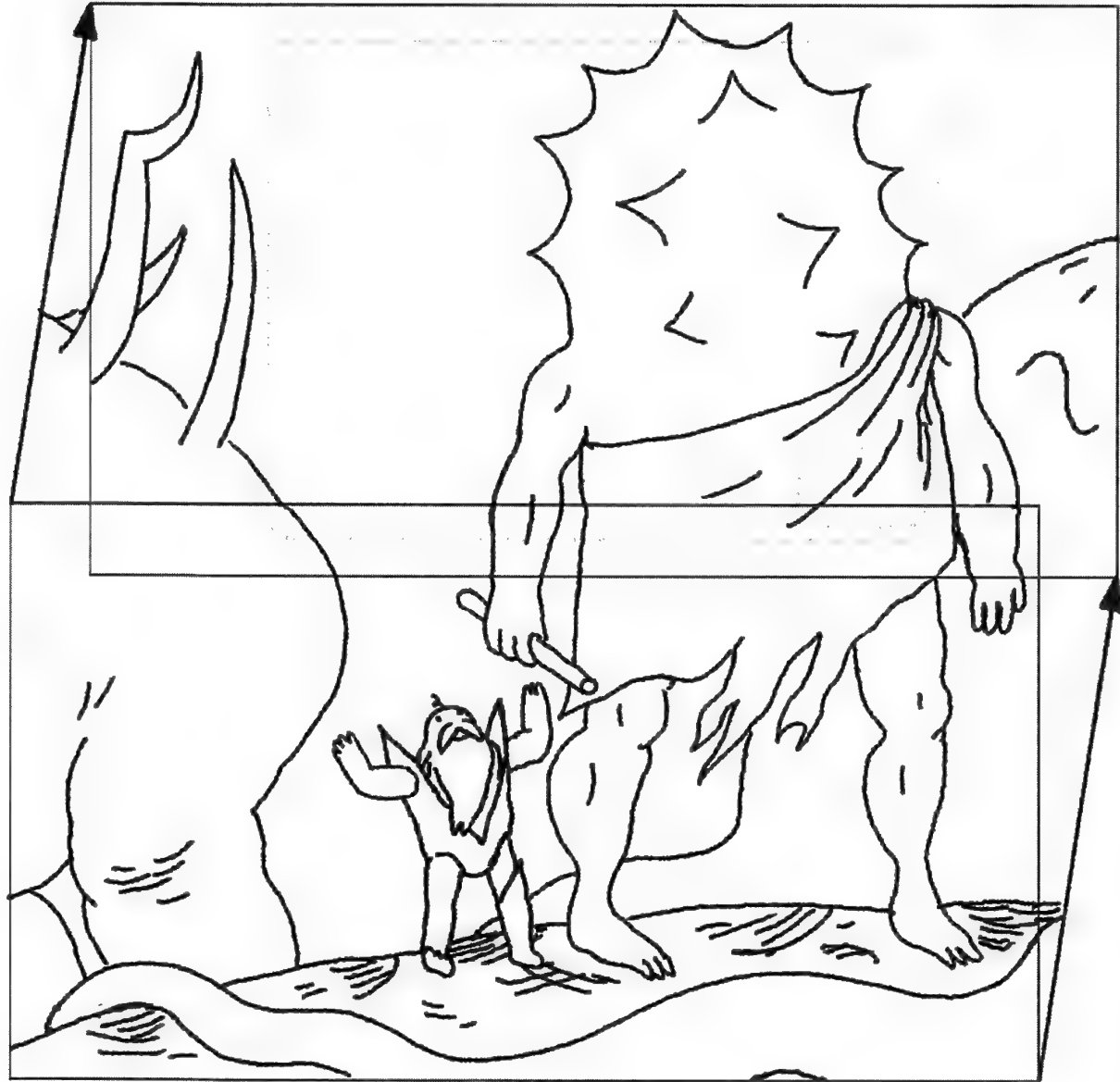


Sc. 144

Pnl. F

Bg.

day night

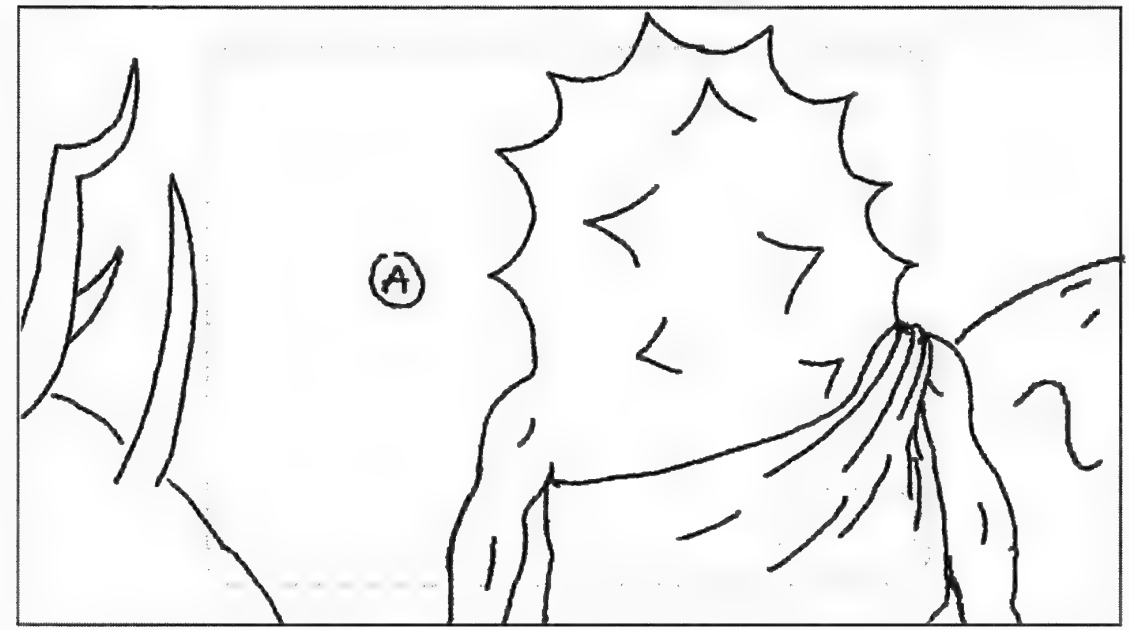


Sc. 144

Pnl. G

Bg.

day night



Dialog:

Action:

NOBS
A, B, A

Timing:

B

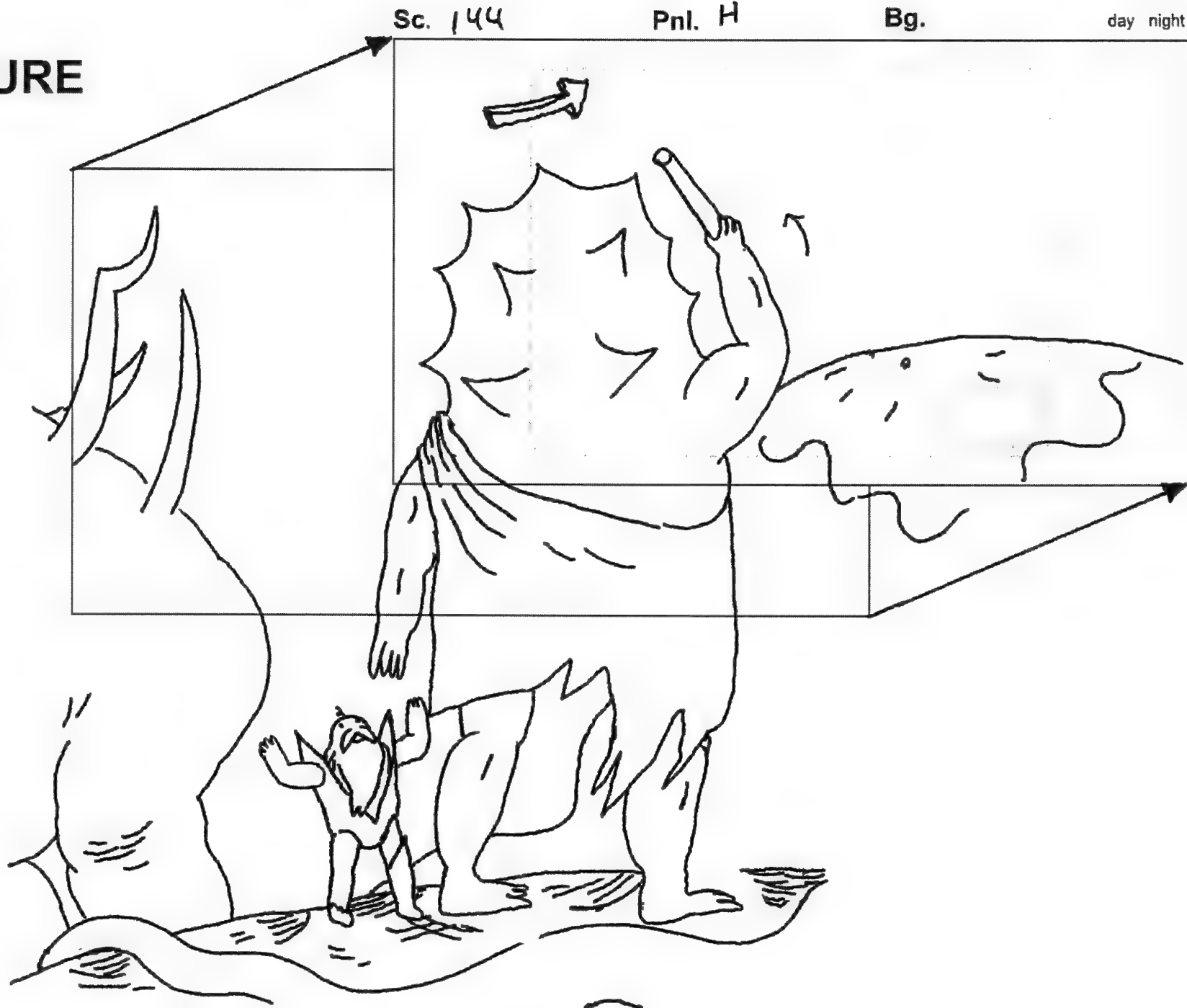


EPISODE #

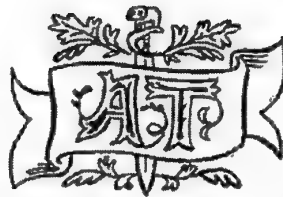
1025-163

Production :

ADVENTURE TIME



ADVENTURE TIME



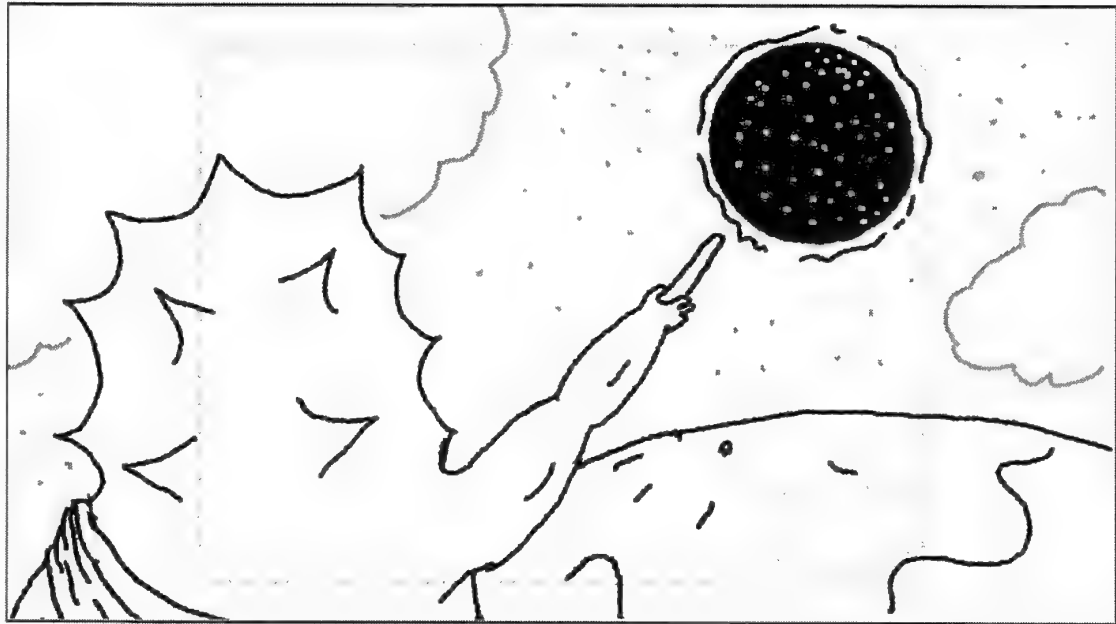
Page 191

Sc. 144

Pnl. I

Bg.

day night

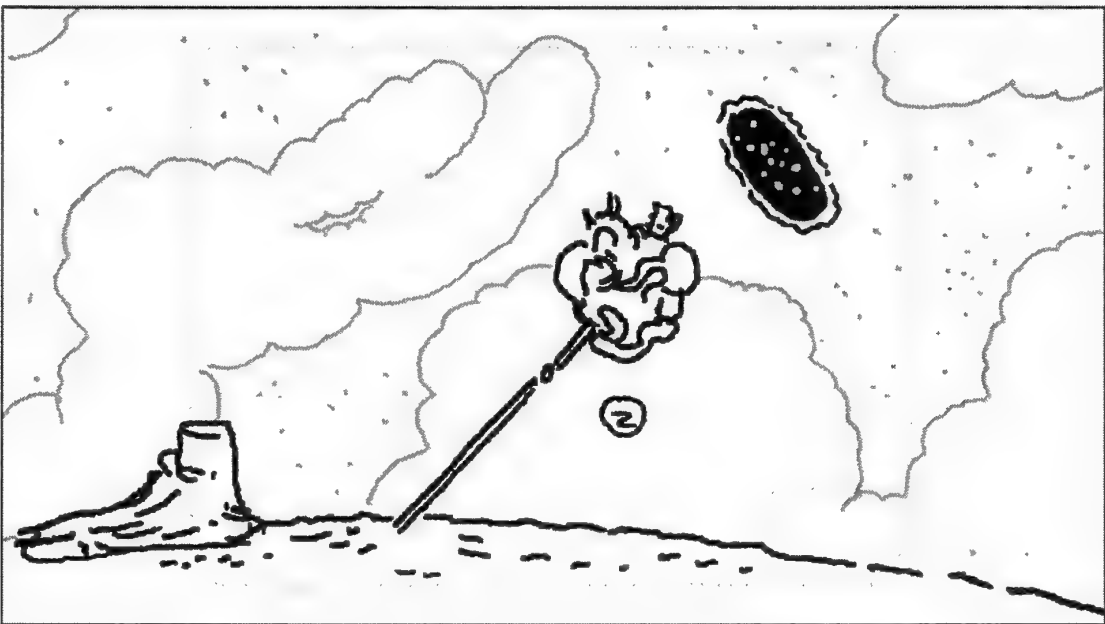


Sc. 145

Pnl. A

Bg.

day night



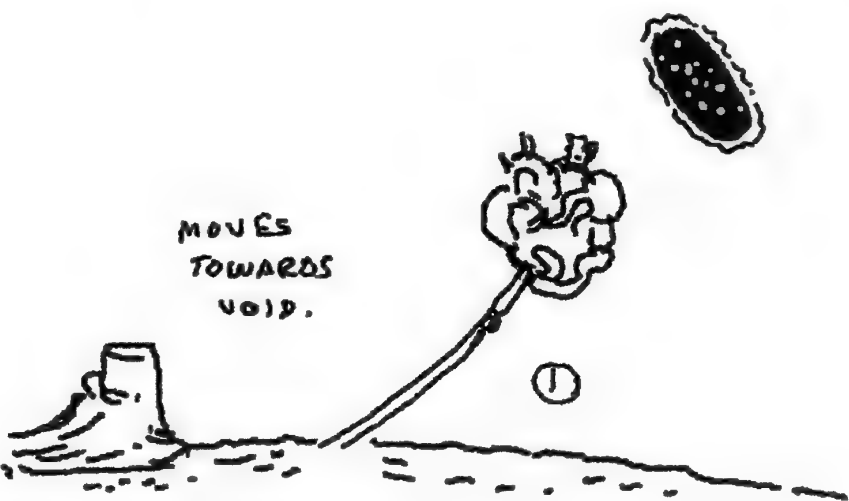
Dialog:

(SFX) / ZWAM!

Action:

CASTS A VOID!
(INTO SPACE!)

Timing:



Production :

EPISODE #

1025-163

ADVENTURE TIME

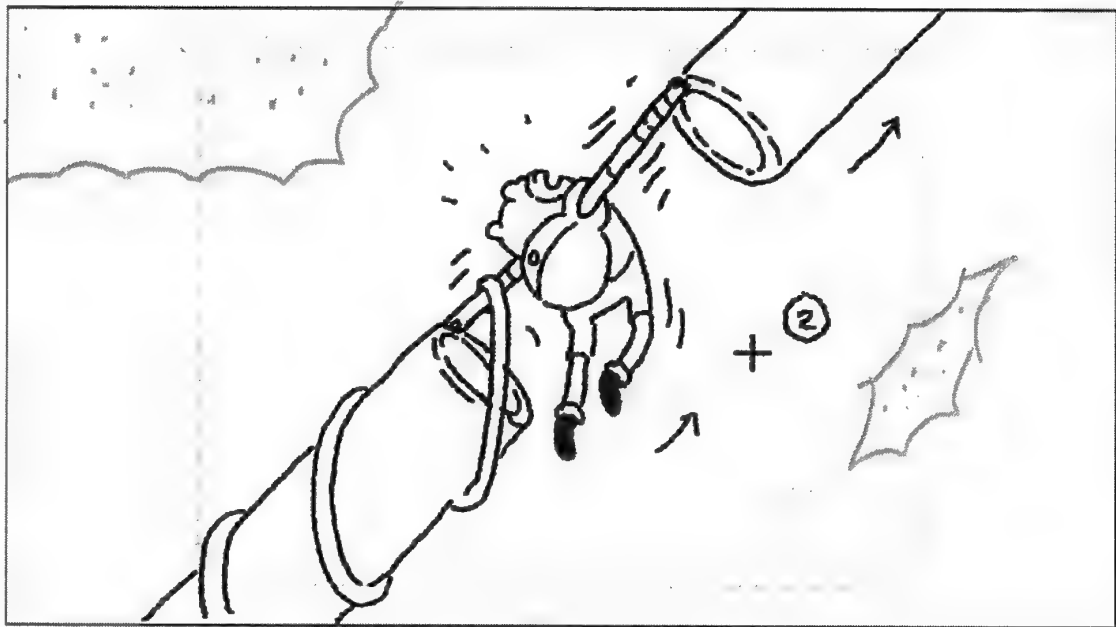


Sc. 146

Pnl. A

Bg.

day night



Sc. 147

Pnl. A

Bg.

day night



Dialog:	(SFX) / CREAK! ② / AAAH!	① / FINN LET <u>GO</u> , HE'S NOT WORTH IT!!!
Action:		• ARM STRETCHES SLIGHTLY • WHOLE THING MOVES FORWARD SLIGHTLY.
Timing:		• CLOUDS START MOVING FORWARD.

ADVENTURE TIME



Sc. 148

Pnl. A

Bg.

day night



Sc. 148

Pnl. B

Bg.

day night



Dialog:	ⓔ/ R R R A A A !
Action:	SHAKING
Timing:	

EPISODE # 1025-163
Production :

ADVENTURE TIME



CLOUDS
MOVING
FASTER
THAN THE
PAN.

CLOUDS

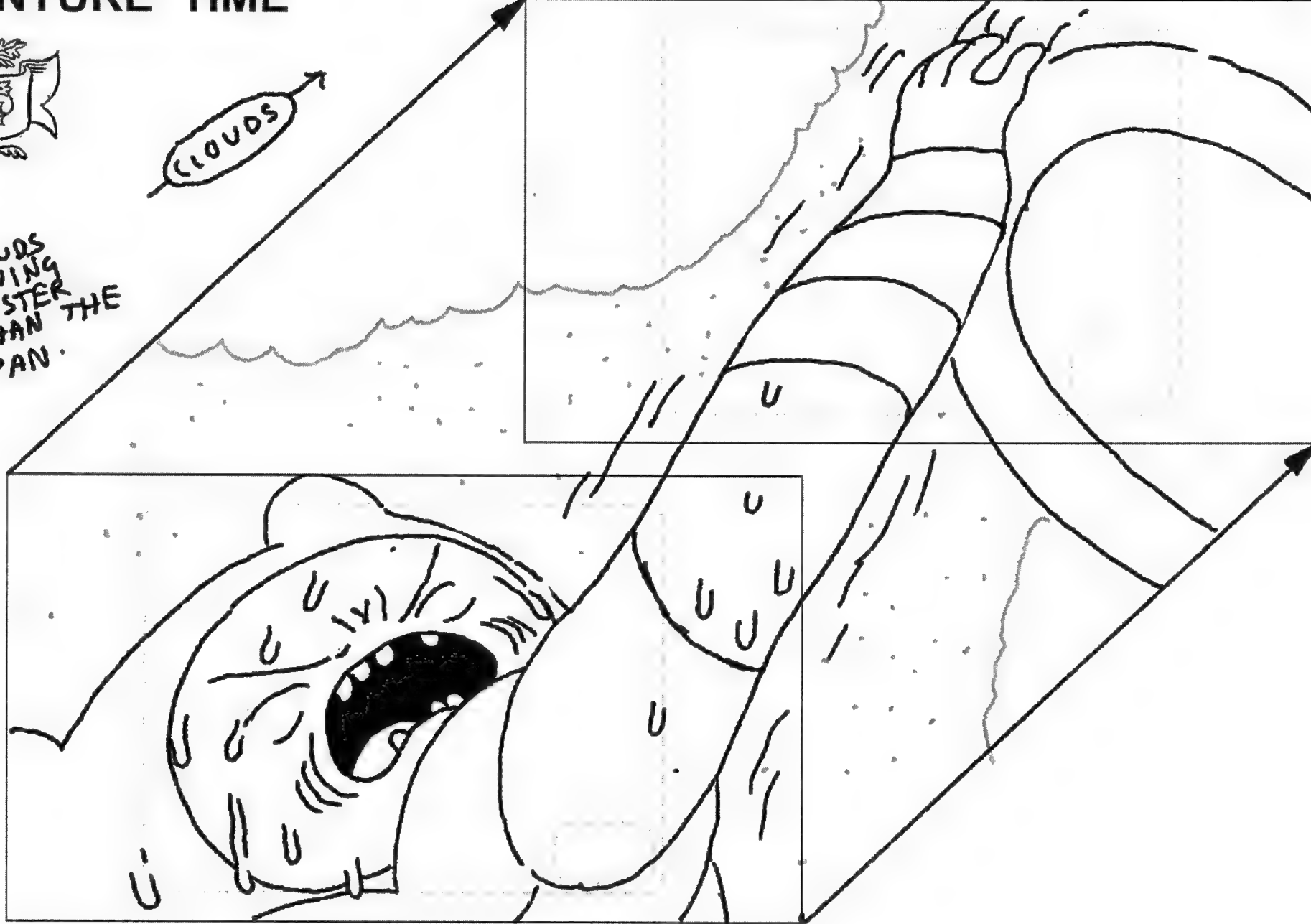
Sc. 148

Pnl. C

Bg.

day night

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Production :

EPISODE #

1025-163

ADVENTURE TIME

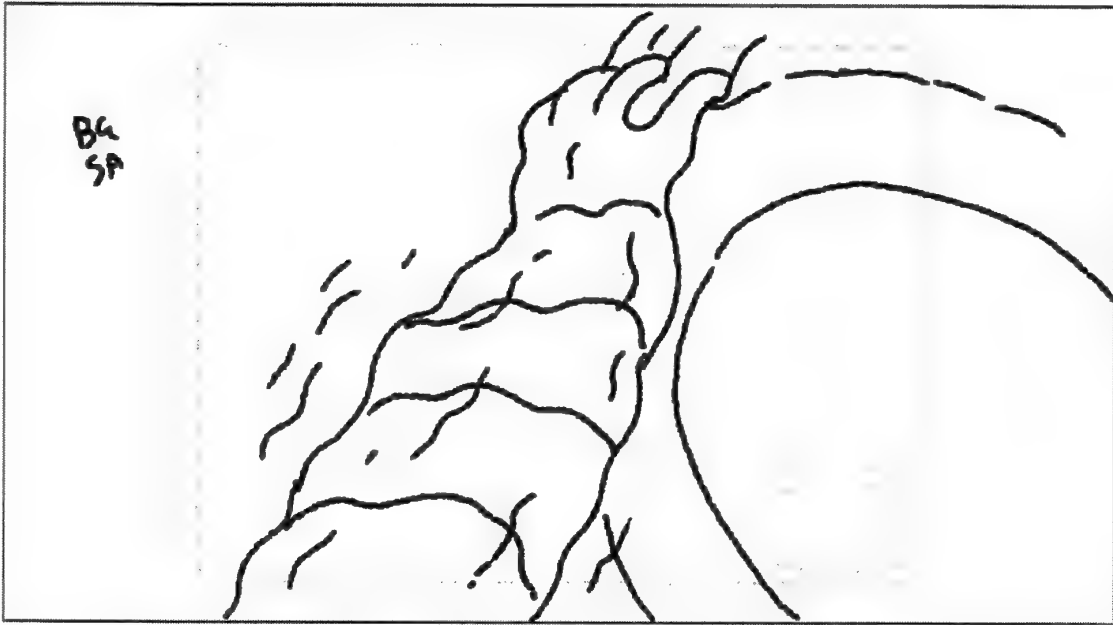


Sc. 148

Pnl. P

Bg.

day night



Sc. 148

Pnl. E

Bg.

day night



Dialog:

Action:

ROLLING.

Timing:

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ADVENTURE TIME



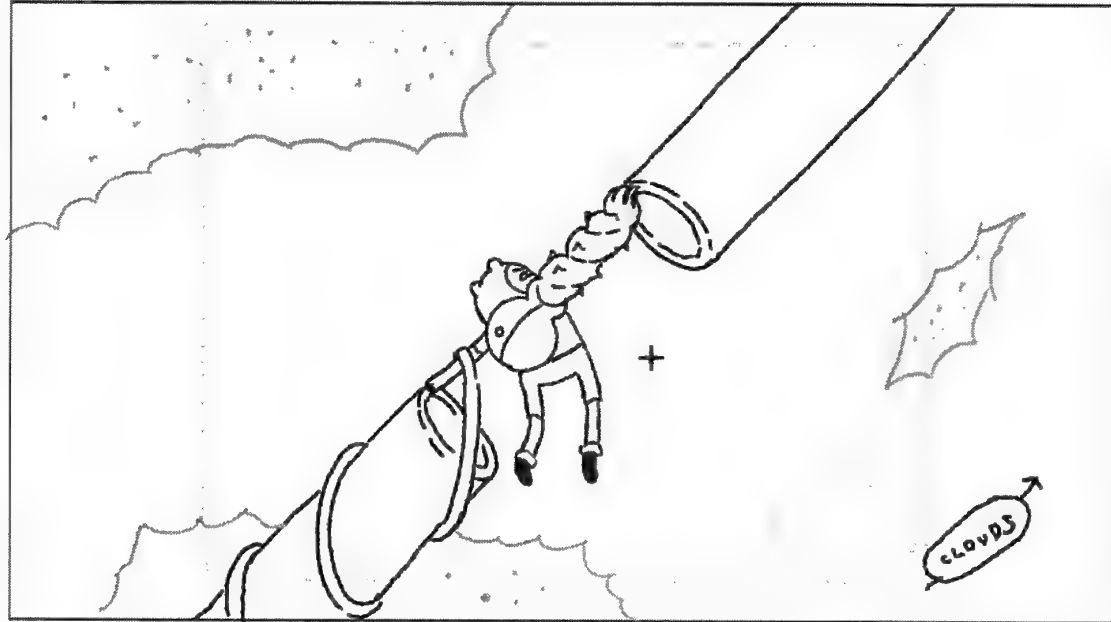
Page 196

Sc. 149

Pnl. A

Bg.

day night

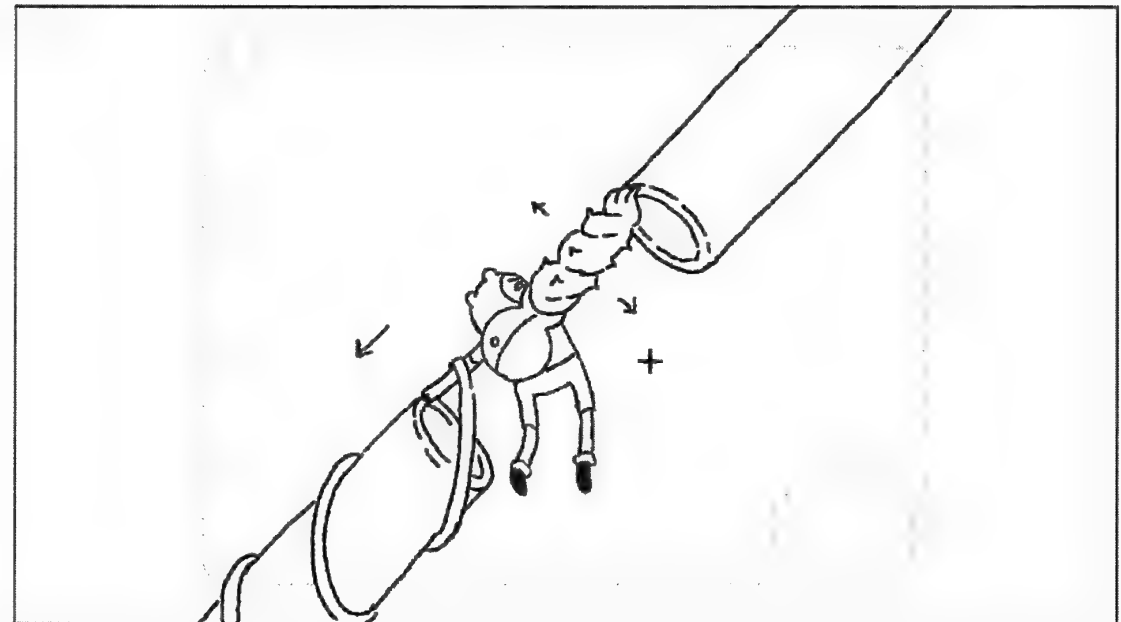


Sc. 149

Pnl. B

Bg.

day night



Dialog:

⑤ / RR R RRRNNN !

Action:

ARM
STILL
GROWING

Timing:

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EPISODE #

Production :

ADVENTURE TIME



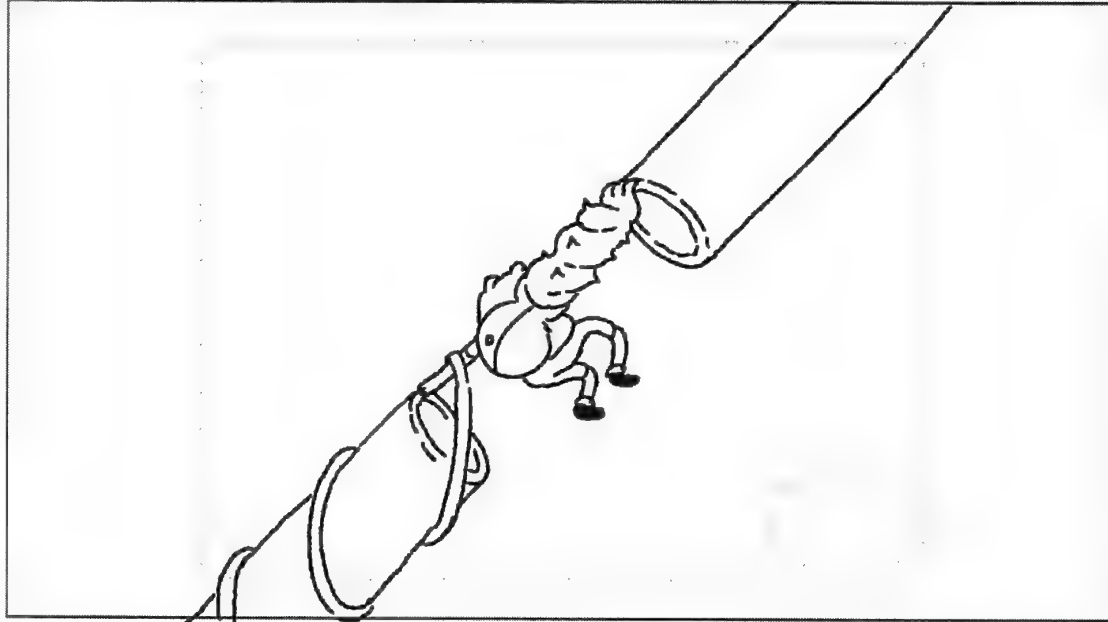
Page 197

Sc. 149

Pnl. c

Bg.

day night

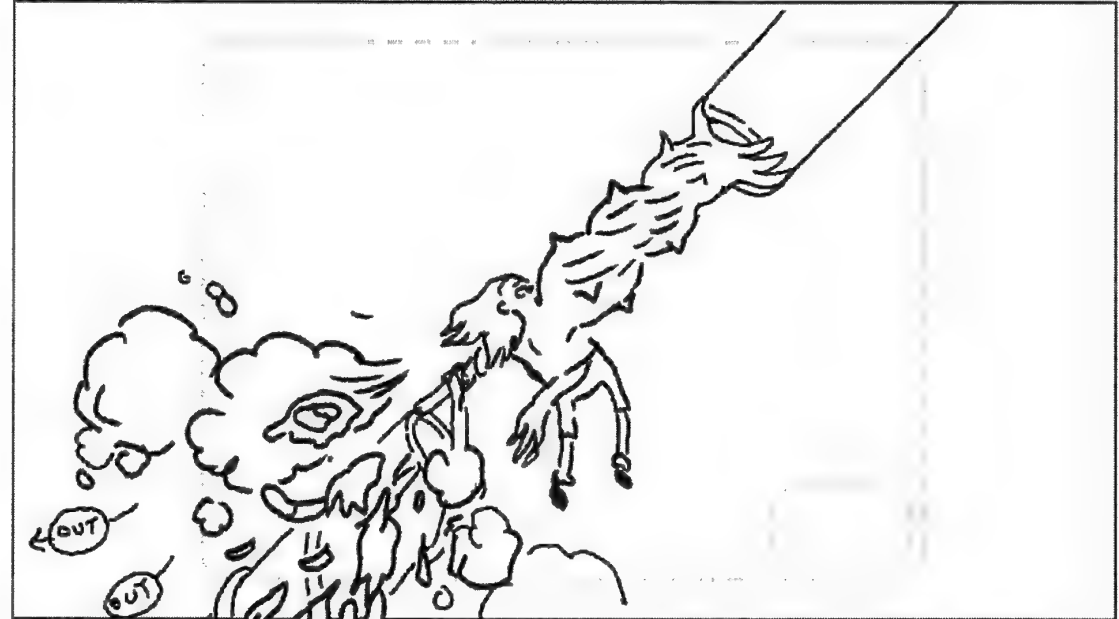


Sc. 149

Pnl. D

Bg.

day night



Dialog:

(SFX) = PAF!!!

Action:

: AN TIC :

ARM BLOWS OFF
FINN'S CLOTHES.

Timing:

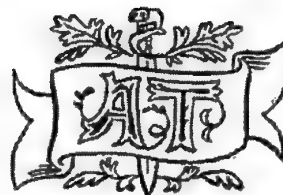
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EPISODE #

Production :

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ADVENTURE TIME



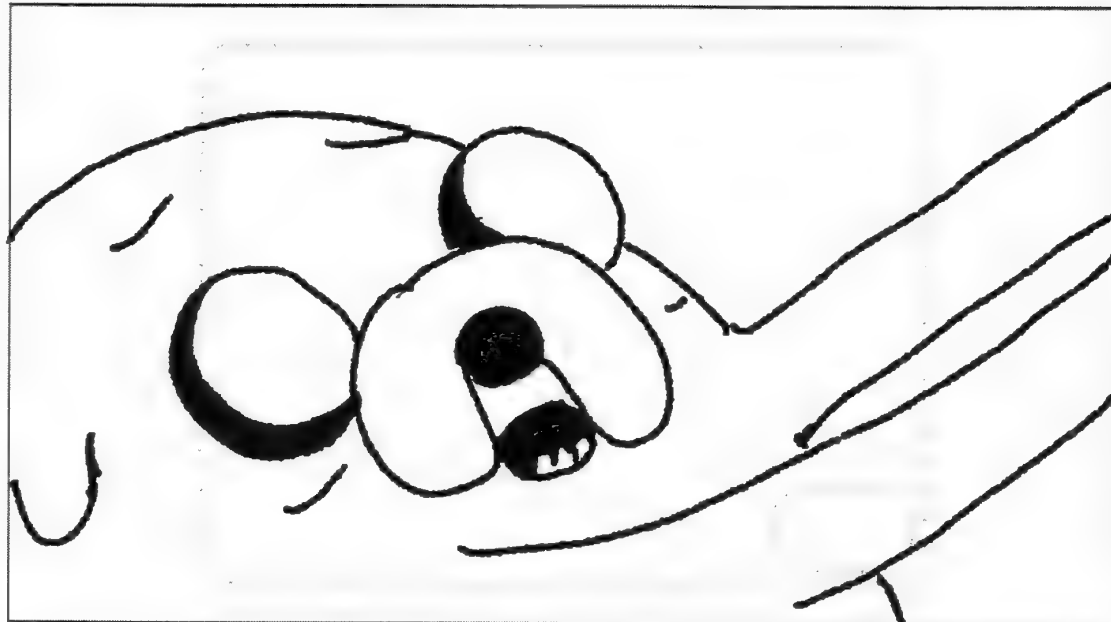
Page 198

Sc. 190

Pnl. A

Bg.

day night

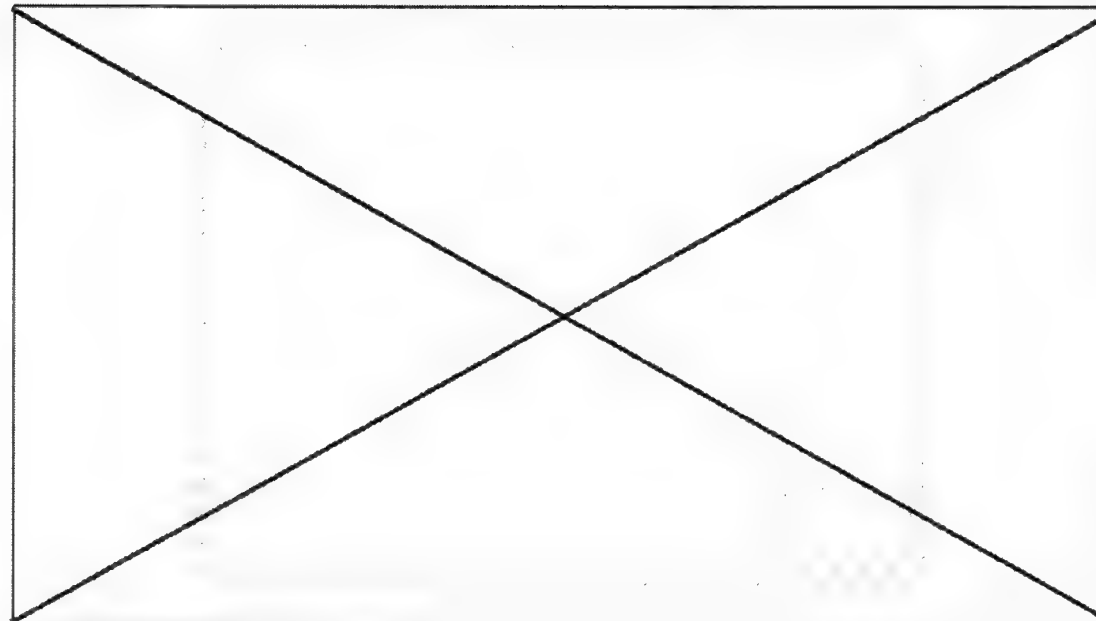


Sc.

Pnl.

Bg.

day night



Dialog:

③/ ≧ GASP ≧

Action:

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



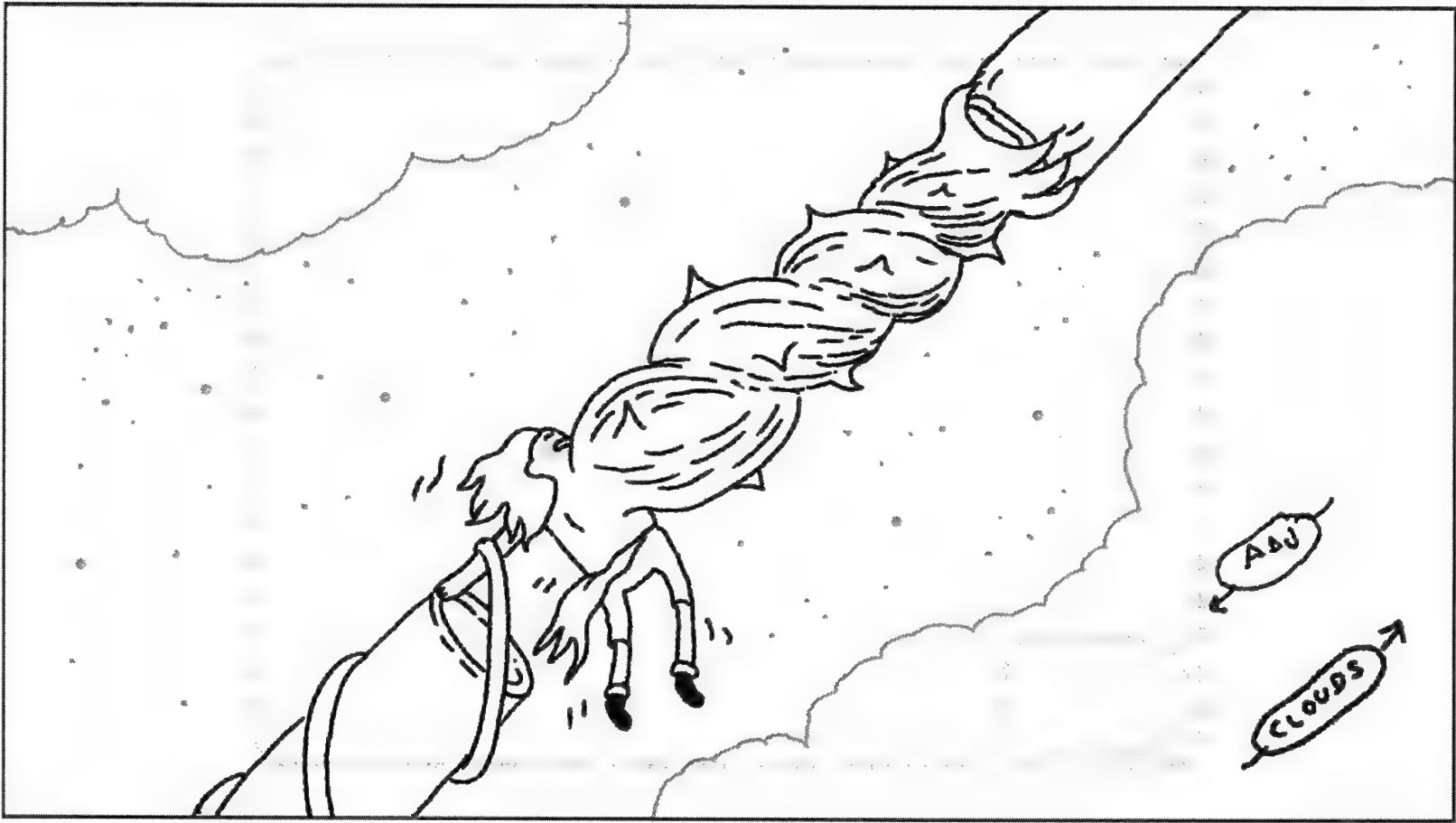
Sc. | S 1

Pnl. A

Bg.

day night

GROWING
STILL!



~~SFX~~ / CREEAK!
© / RRRRAA!

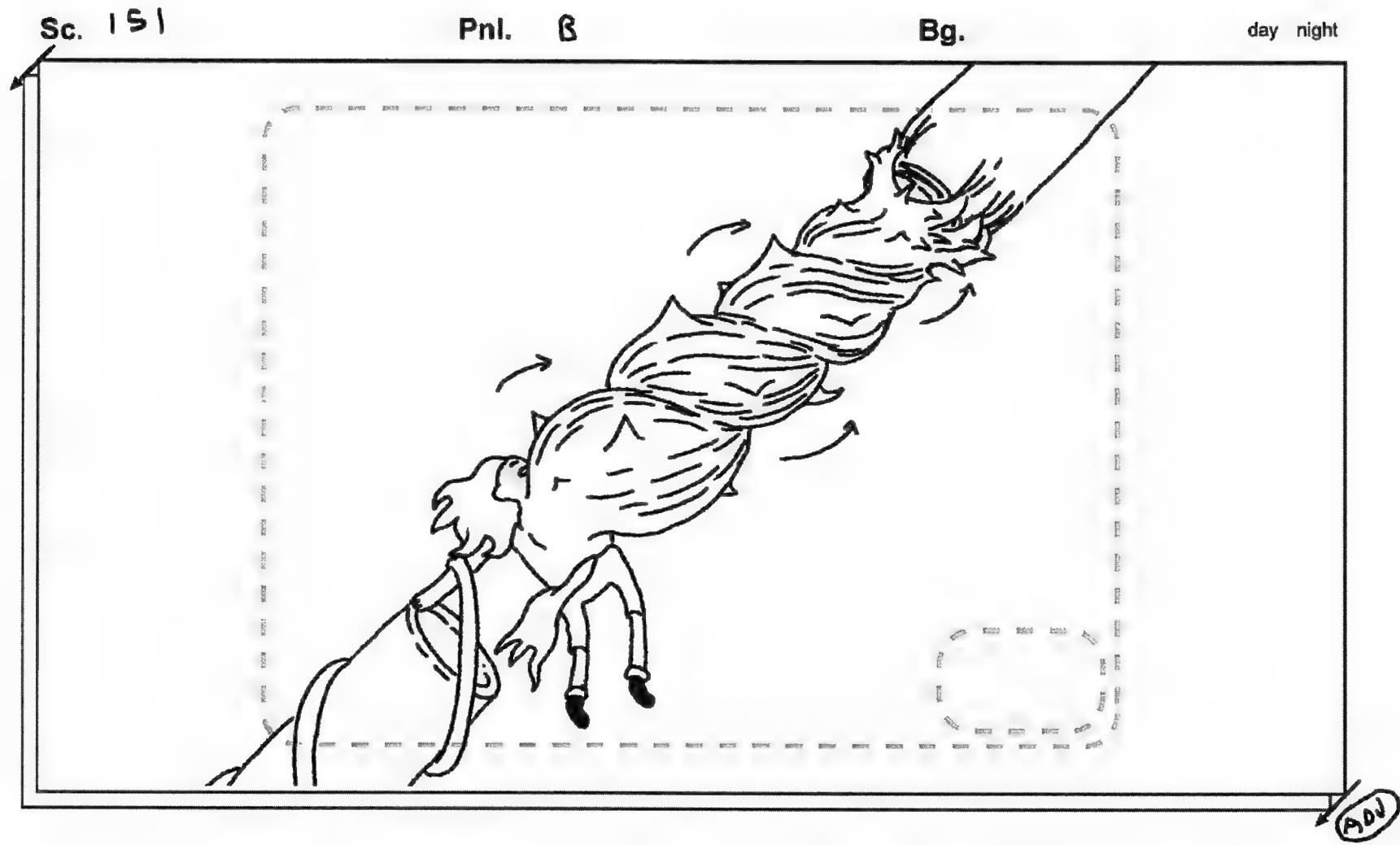
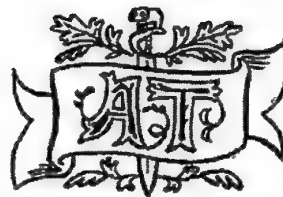
HAIR, SHIRT & LEGS WAVING IN THE WIND.
(HAHA, BLOWING IN THE OPPOSITE DIRECTION THAN
THE CLOUDS ARE MOVING. WILL THAT LOOK WEIRD? S.W.)

Production :

EPISODE #

1025-163

ADVENTURE TIME



ROOTS GROWING, MORE THORNS AROUND HAND.

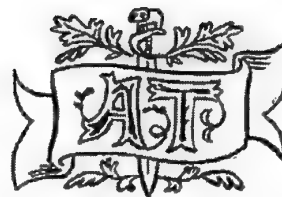
CAM MOVING, LIKE ITS GOING INTO THE VACUUM WITH THE CLOUDS

Production :

EPISODE #

1025-163

ADVENTURE TIME



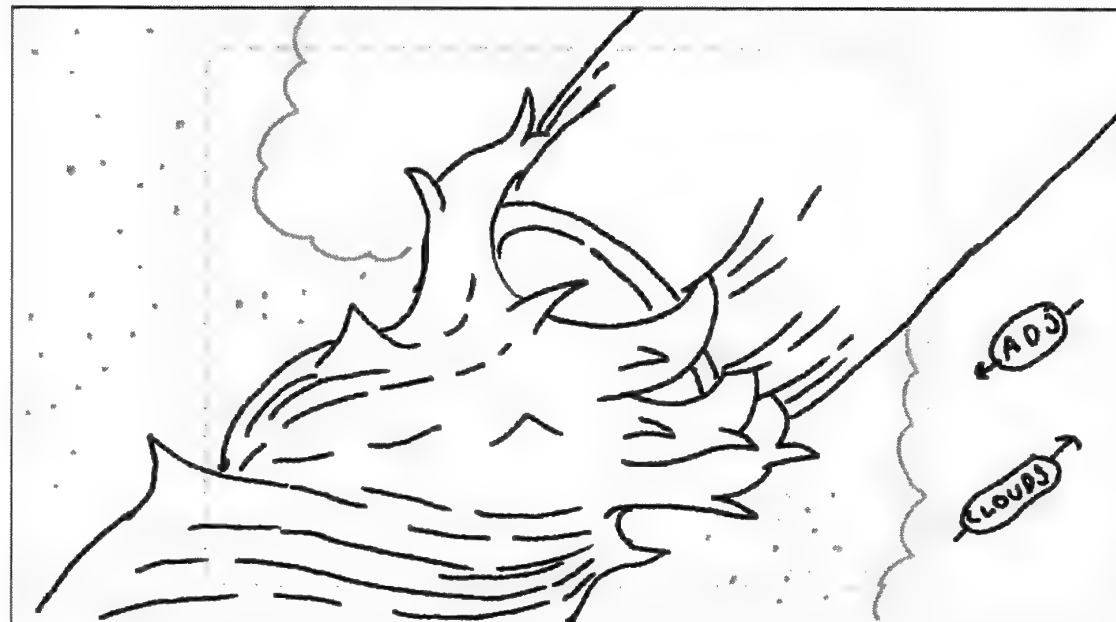
Page 201

Sc. 152

Pnl. A

Bg.

day night



Sc. 152

Pnl. B

Bg.

day night



Dialog:

Action:

CAM MOVE THE SAME DIRECTION & SPEED
AS PREVIOUS SCENE.

THORNS GROW INTO VEIN.

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME



Page 202

Sc. 153

Pnl. A

Bg.

day night



Sc. 153

Pnl. B

Bg.

day night



Dialog:

① (WHISPERED) OH GROSS.

① PEDAL TO
THE METAL!

Action:

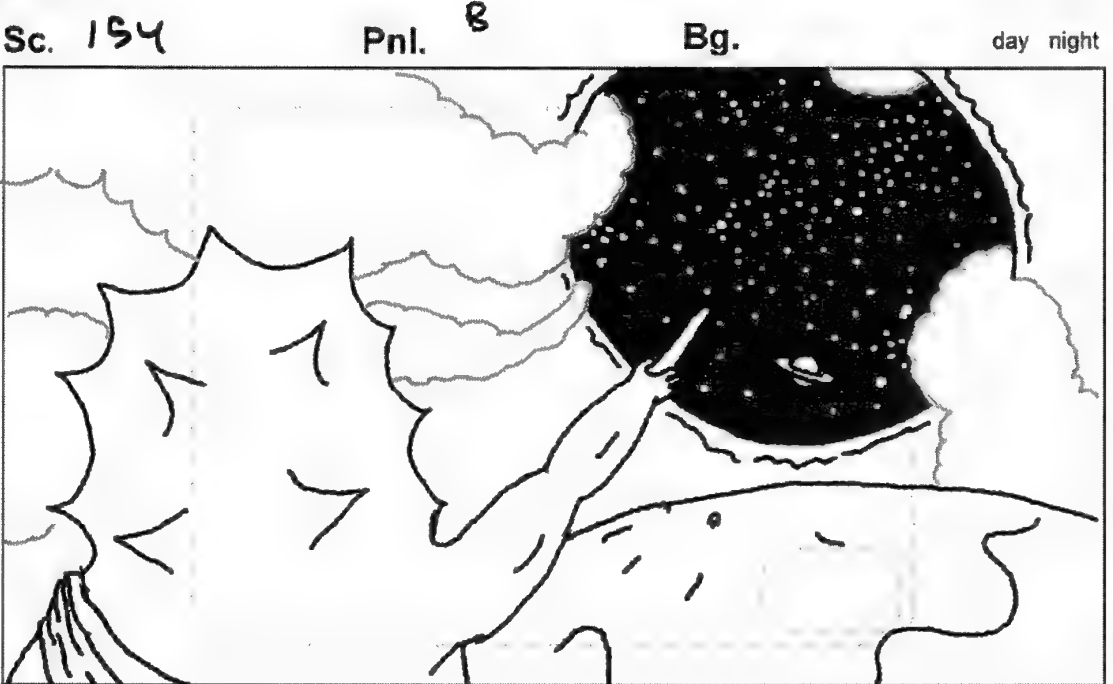
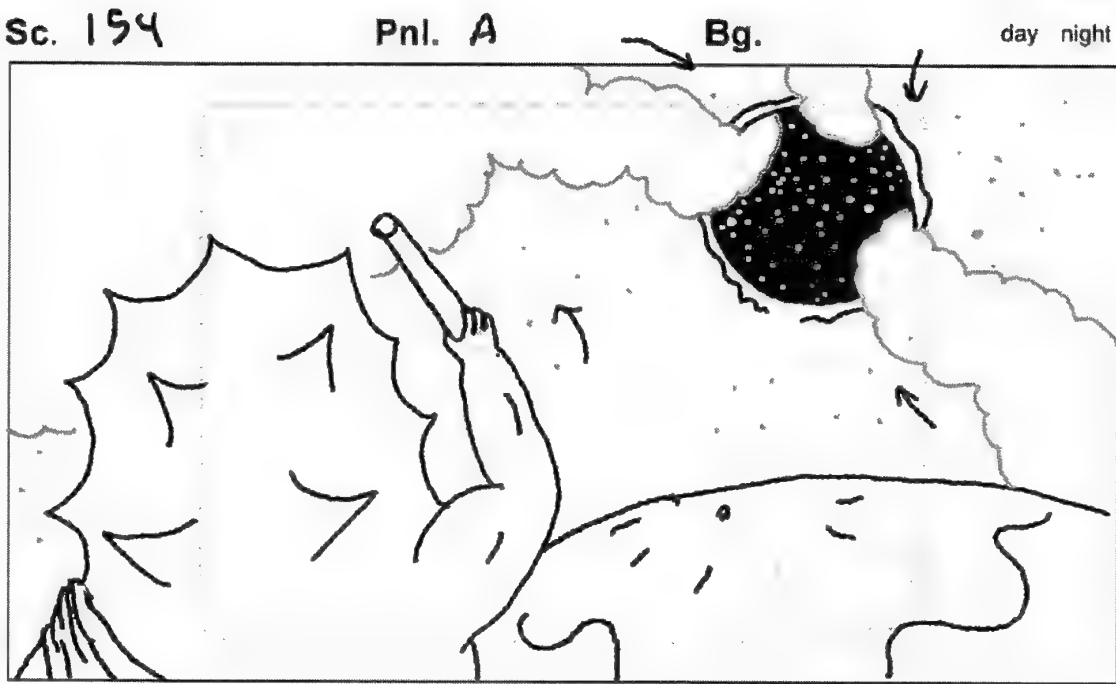
Timing:

1025-163

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(SFX) / ZWAM!
Action:	
Timing:	

ADVENTURE TIME



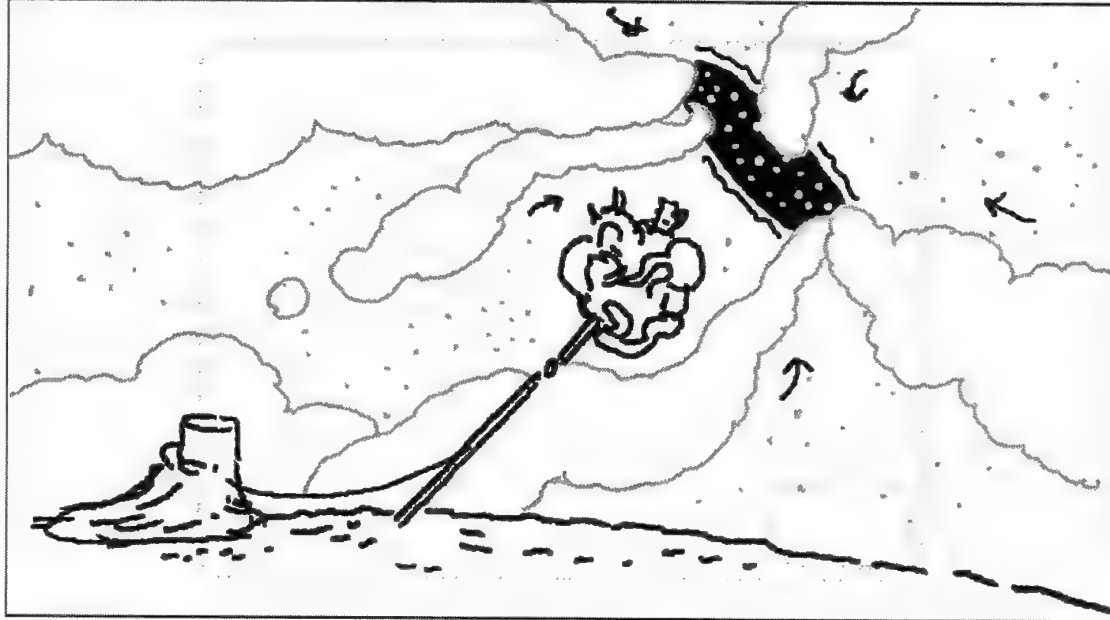
Page **204**

Sc. 155

Pnl. A

Bg.

day night

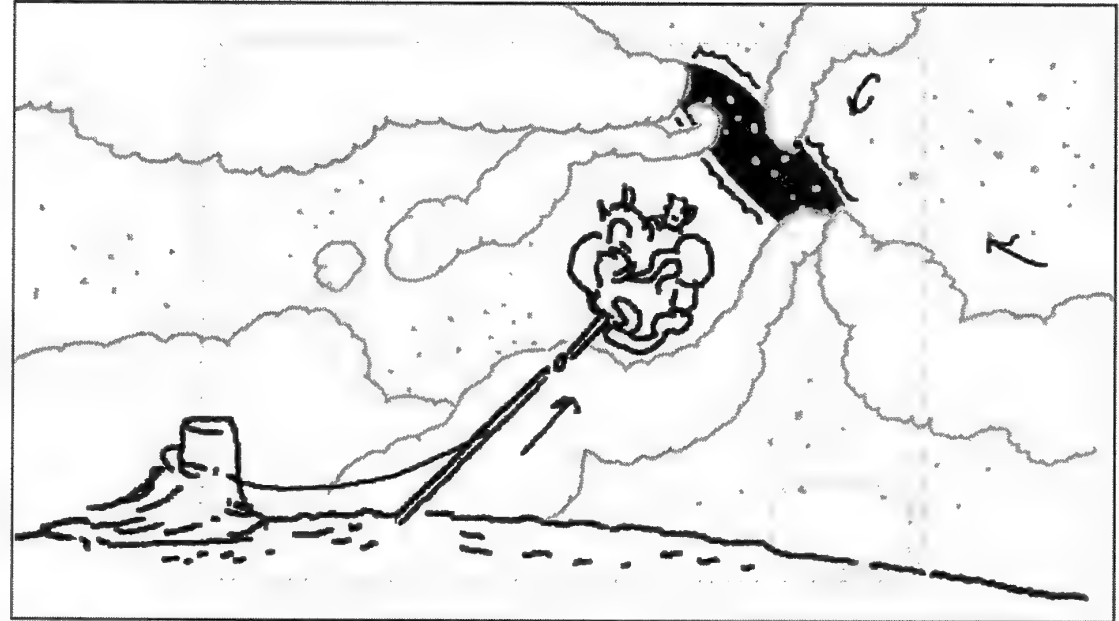


Sc. 155

Pnl. B

Bg.

day night



Dialog:

Action:

PULLING FORWARD.

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME

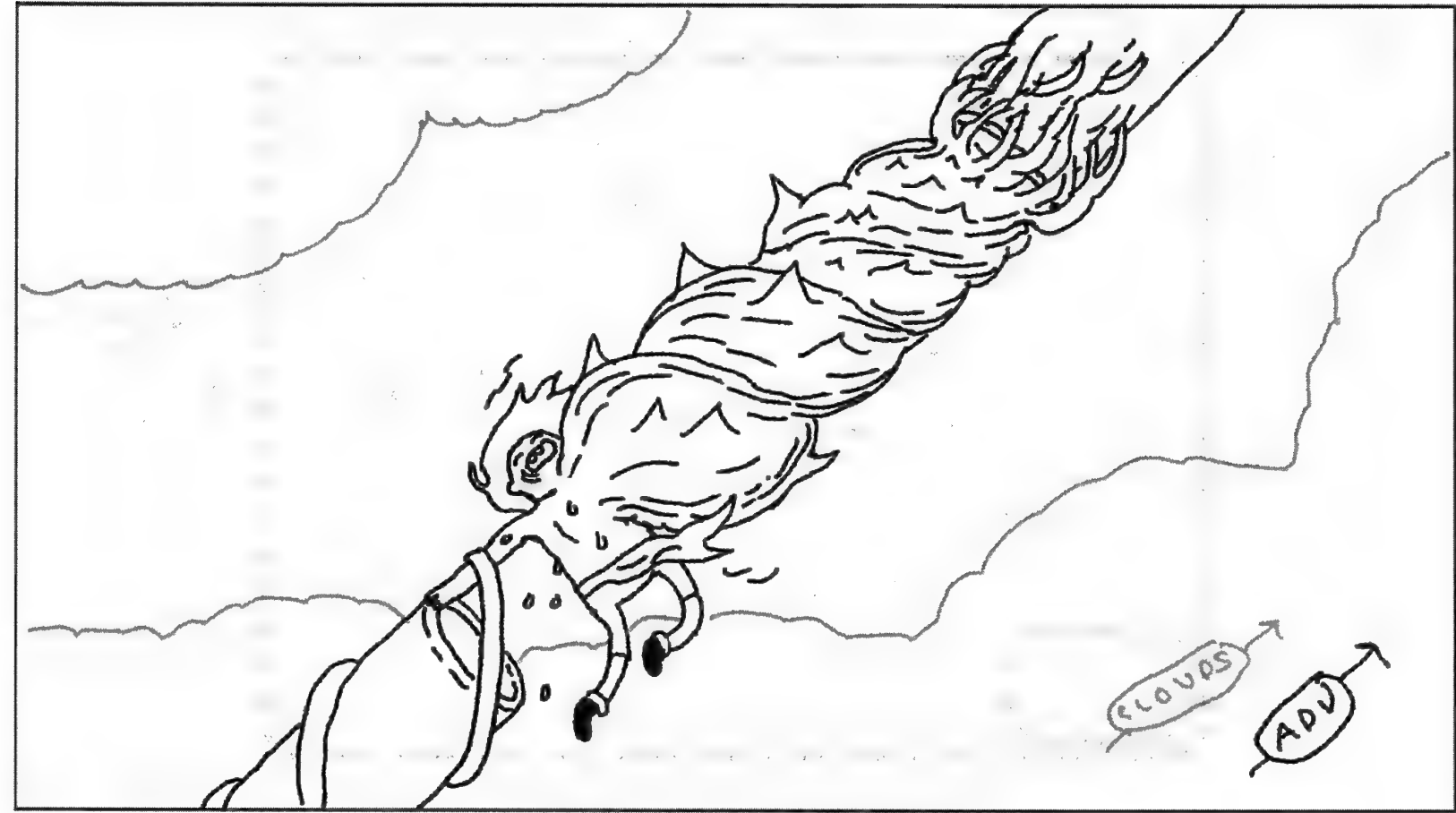


Sc. 156

Pnl. A

Bg.

day night



ⓔ/ ≡ IN AWFUL PAIN, & ANGER ≡

- CLOUDS MOVING FASTER,
MAYBE OPPOSITE ADV TO PREVIOUS FINN SCENES.

Production :
EPISODE # 1025-163

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ADVENTURE TIME



Page 266

Sc. 156

Pnl. B

Bg.

day night



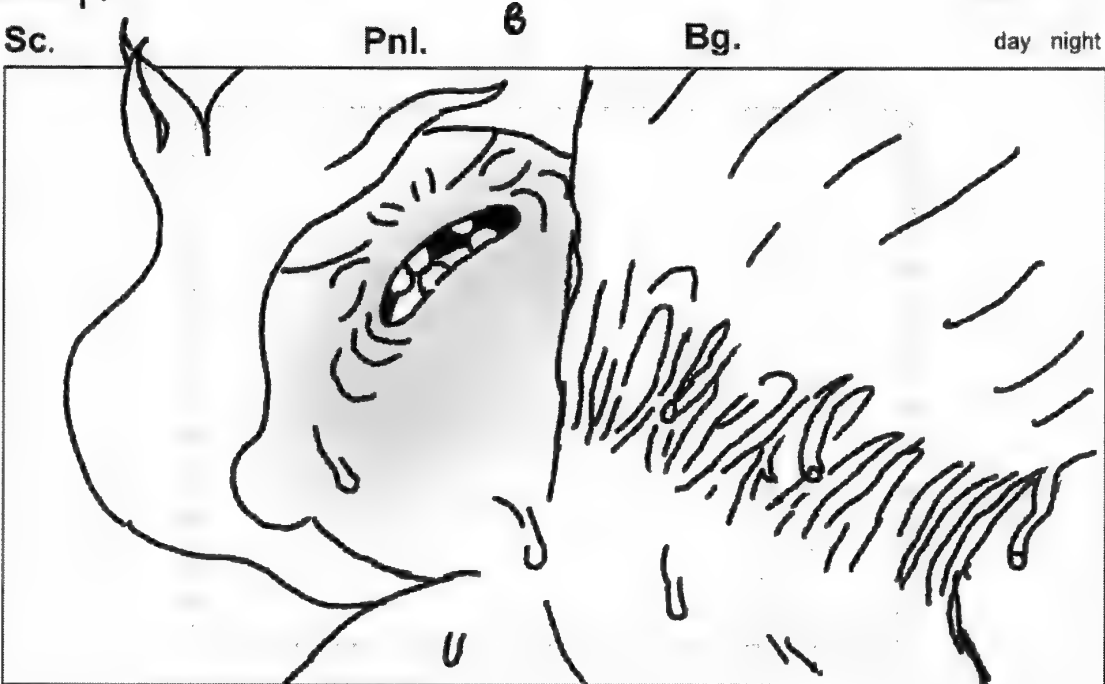
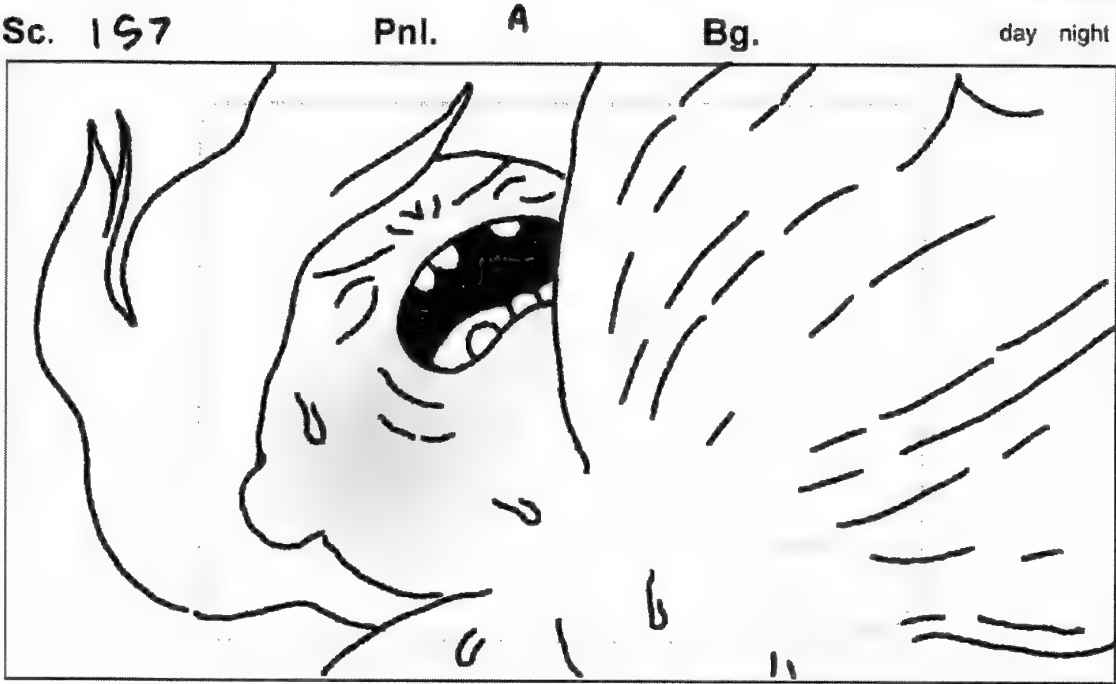
(SFX) SNAP! SNAP!
SNAP! SNAP!

Production :

EPISODE #

1025-163

ADVENTURE TIME



Dialog:
Ⓔ R R R R R R R R R R (SFX) / "TEARING NOISES"
Action:
Timing:

EPISODE # 1025-163
Production :

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ADVENTURE TIME



Page 208

Sc. 157

Pnl. C

Bg.

day night

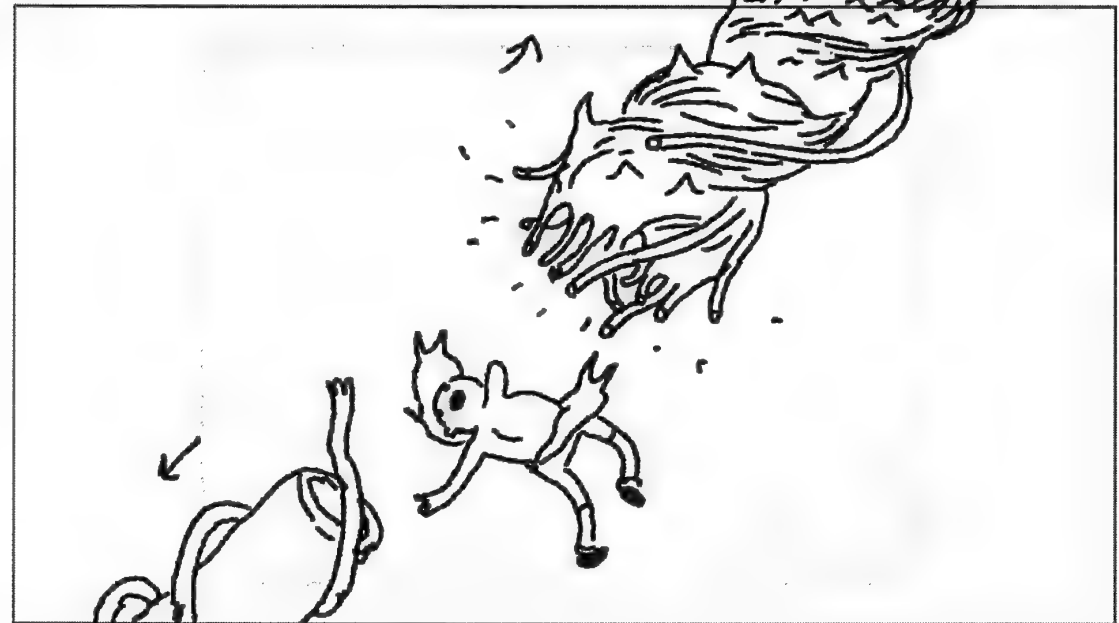


Sc. 158

Pnl. A

Bg.

day night



Dialog:

Ⓟ : LITTLE GASP :

Ⓢfx / SNAP!

Action:

ANIME SLOW DOWN.

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



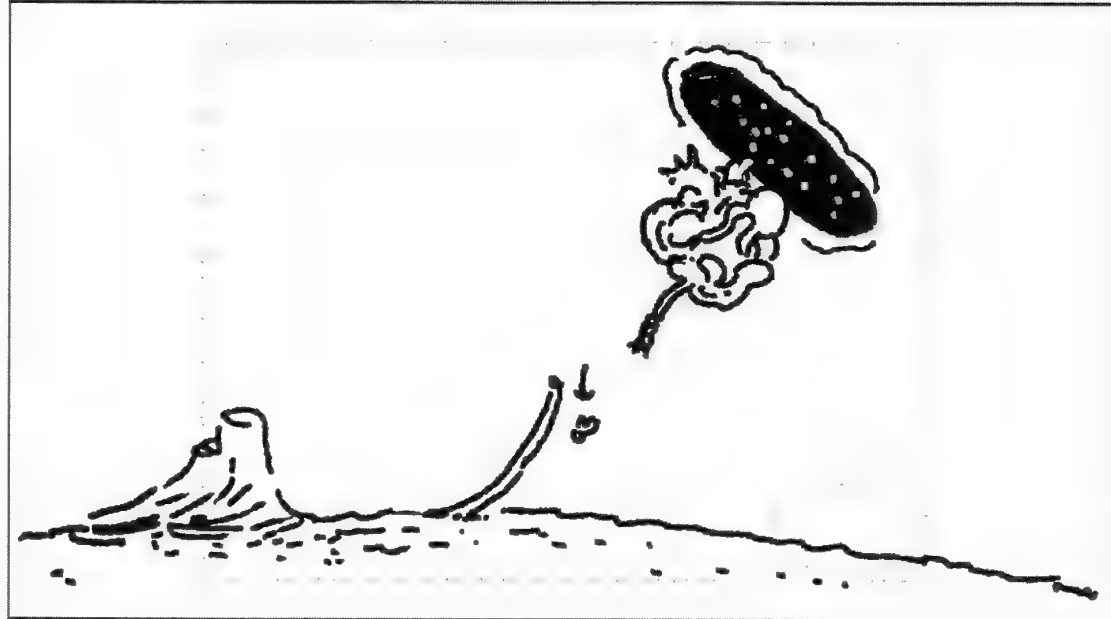
Page **209**

Sc. **159**

Pnl. **A**

Bg.

day night



Sc. **159**

Pnl. **B**

Bg.

day night



Dialog:

== SPLISH ==

Action:

(MAYBE THERE'S NO CLOUDS LEFT.)

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME

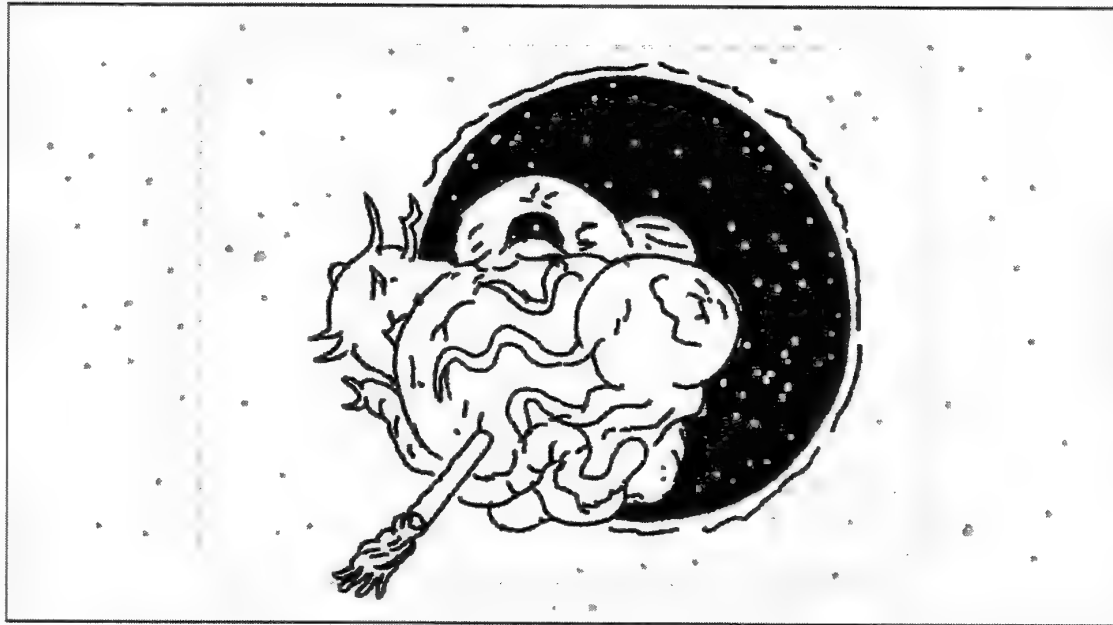


Sc. 160

Pnl. A

Bg.

day night

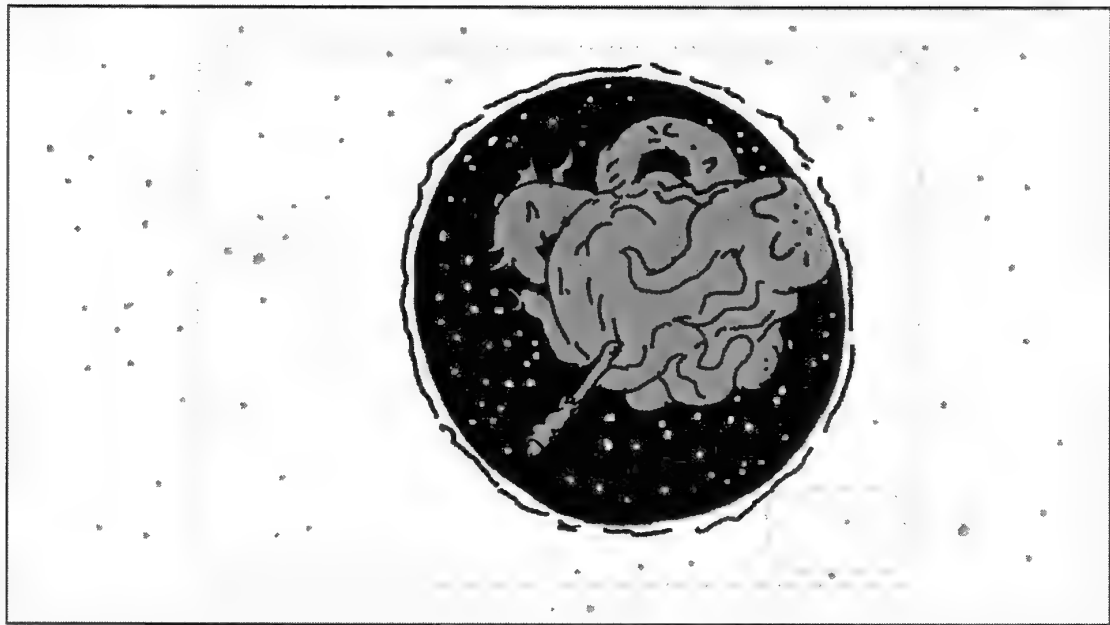


Sc. 160

Pnl. B

Bg.

day night

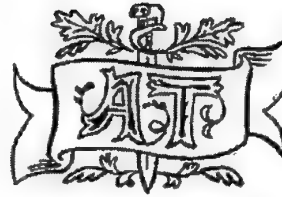


Dialog:	①/ HEY WHAT ABOUT AIR - ↑ REAL FAST, CLIPPED.
Action:	
Timing:	

EPISODE # 1025-163
Production :

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ADVENTURE TIME



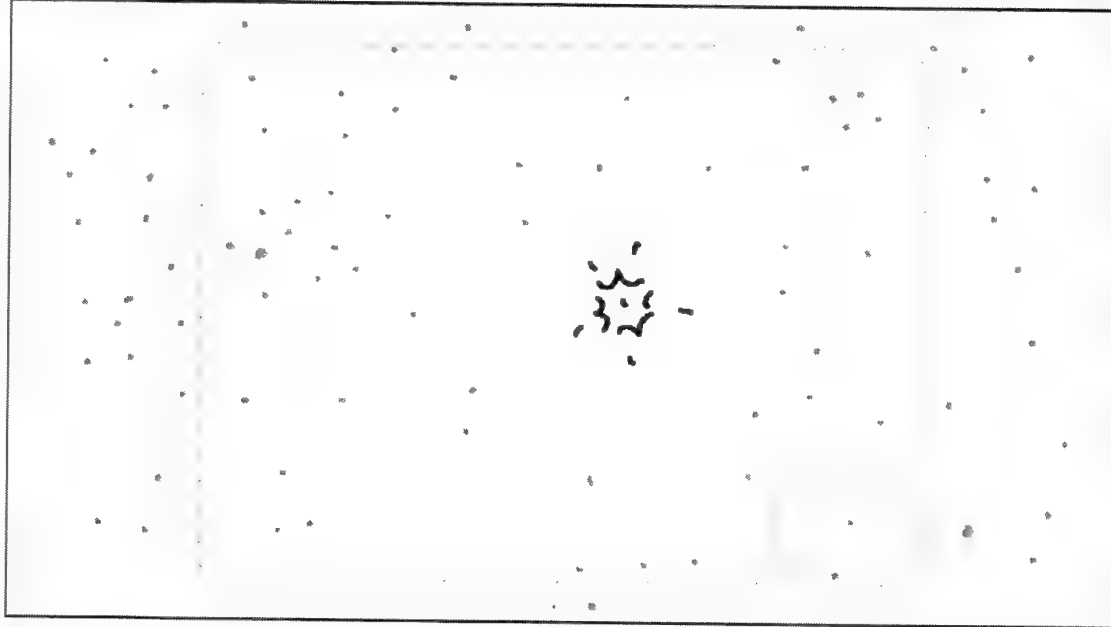
Page 211

Sc. 160

Pnl. C

Bg.

day night

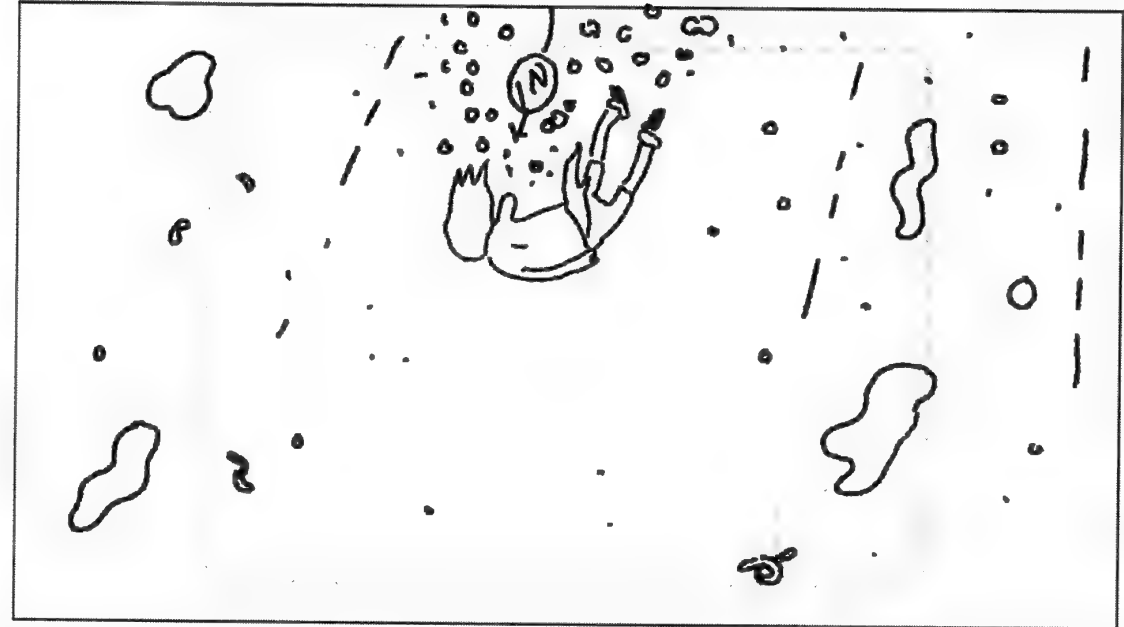


Sc. 161

Pnl. A

Bg.

day night



Dialog:

(SFX) / PIP

(SFX) / (UNDER WATER NOISE)

Action:

- UNDER WATER, MURKY, LIKE THE INSIDE OF AN EYEBALL.
- FLOATING PIECES OF SAP.

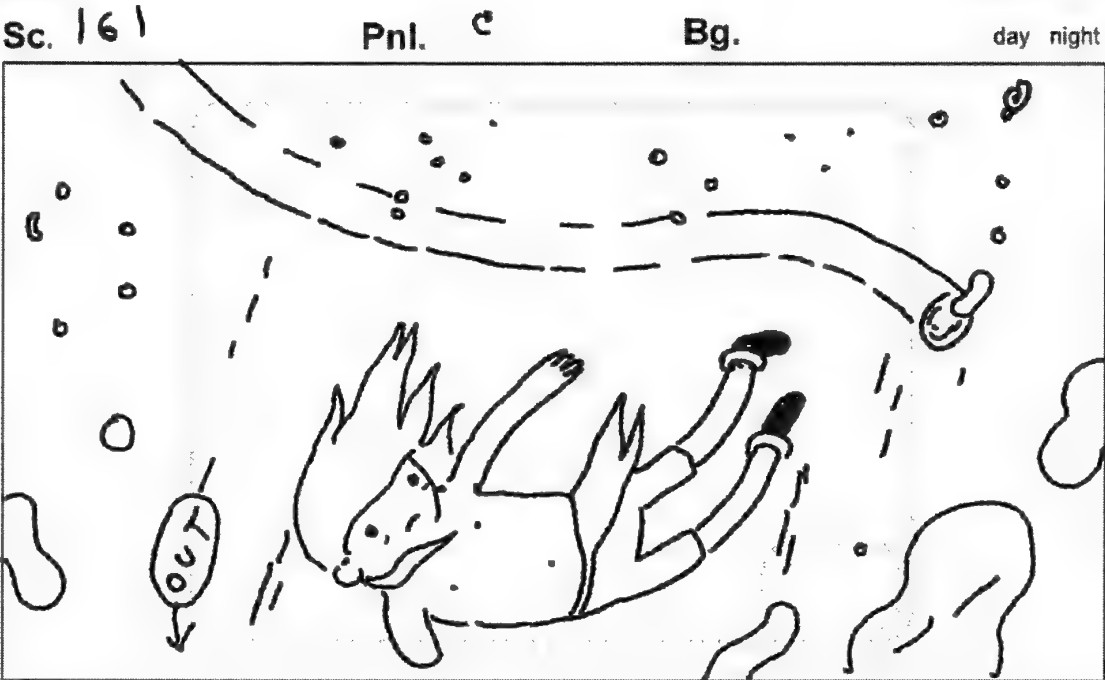
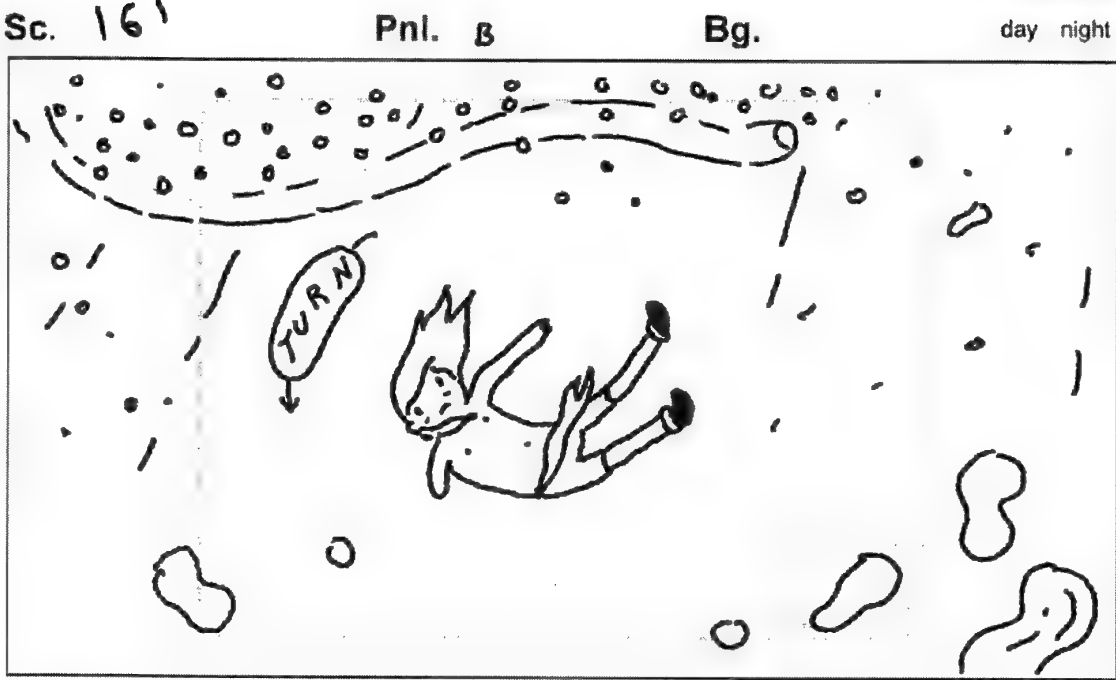
Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



Dialog:
Action: VEIN COMES IN.
Timing:

ADVENTURE TIME



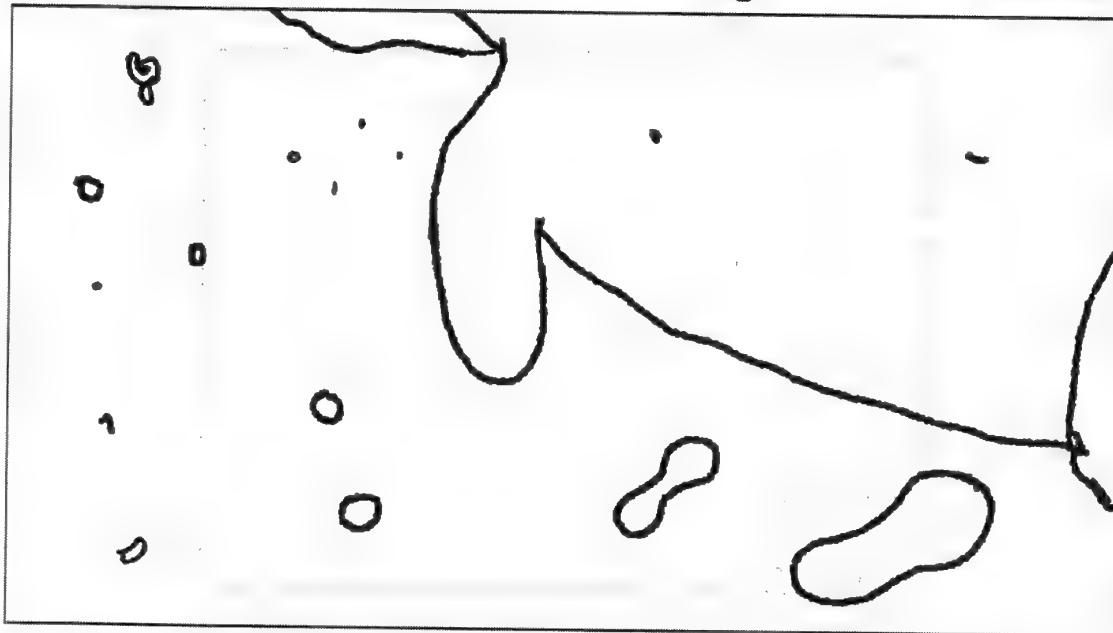
Page 213

Sc. 162

Pnl. A

Bg.

day night

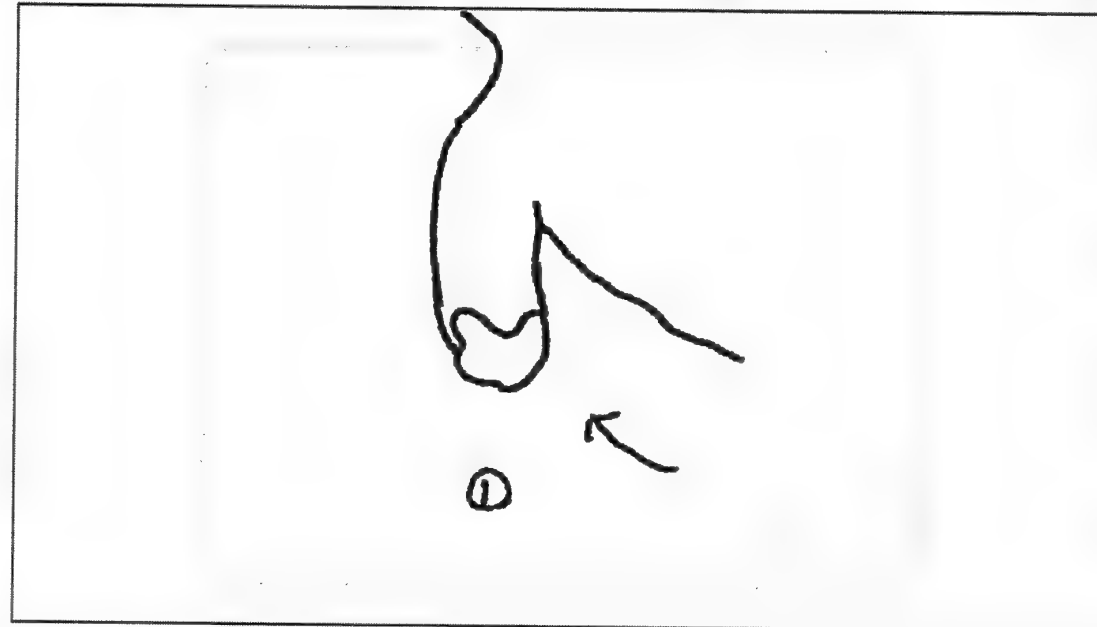


Sc. 162

Pnl. B

Bg.

day night



Dialog:

Action:

- GLOWING SAP.
- WHAT IF IT'S GETTING DARKER THE DEEPER HE GOES, SHOWING OFF THE GLOWING SAP.

SAP
TOUCHES
ARM

Timing:

②

ABSORBS
INTO HIS
STUMP.

Production :

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ADVENTURE TIME



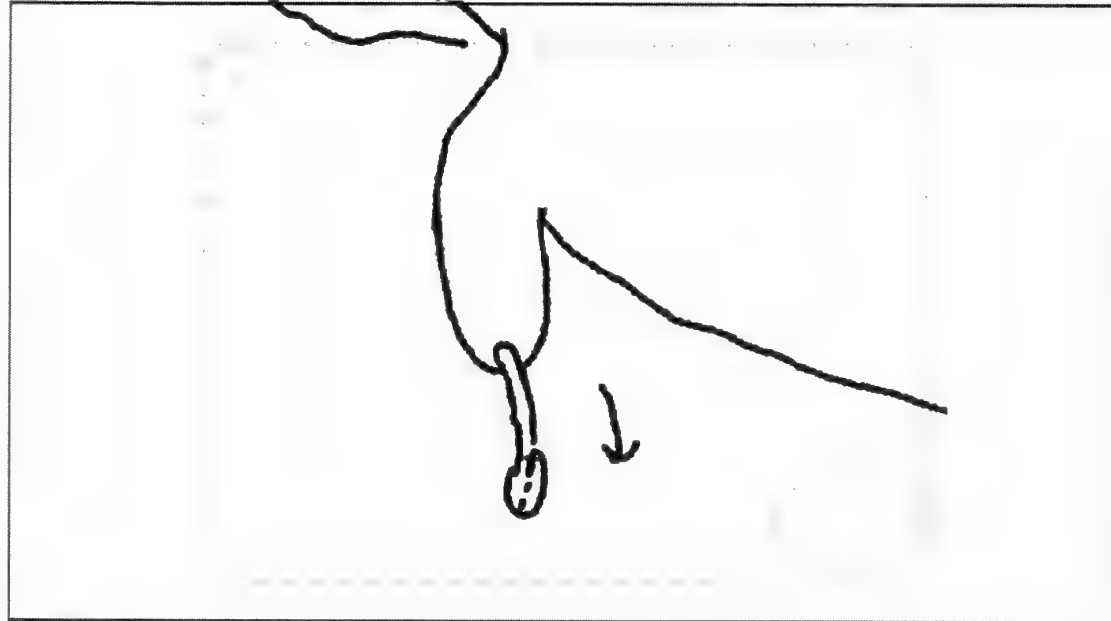
Page 214

Sc. 162

Pnl. C

Bg.

day night

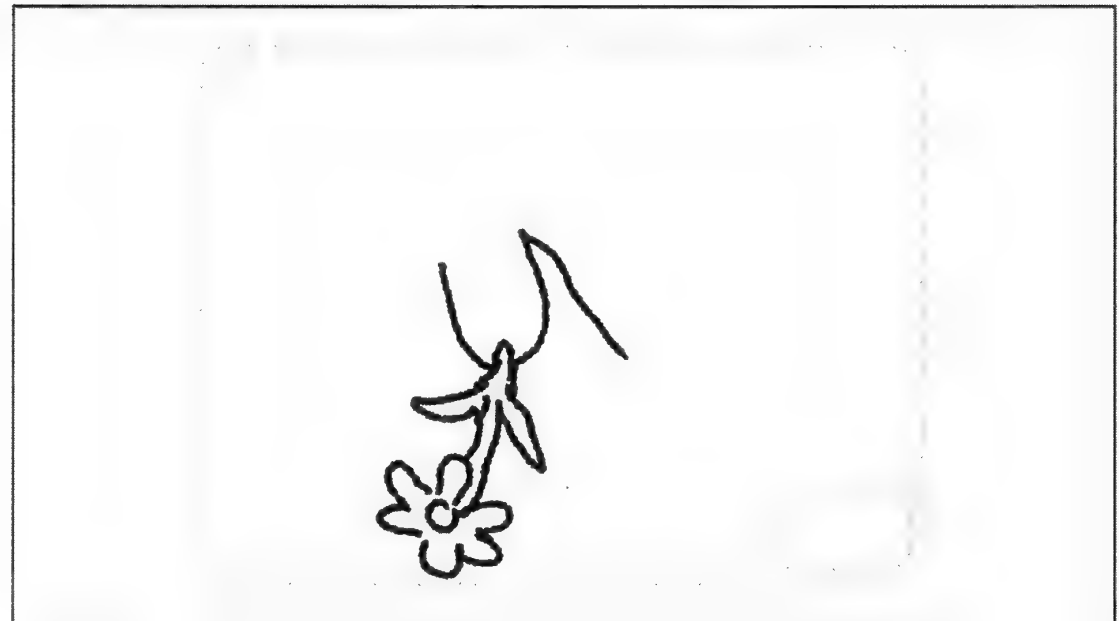


Sc. 162

Pnl. D

Bg.

day night



Dialog:

Action:

- FLOWER BLOOMS

- GLOWING TOO? OR AT LEAST,
BRIGHTER THAN THE WATER

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME



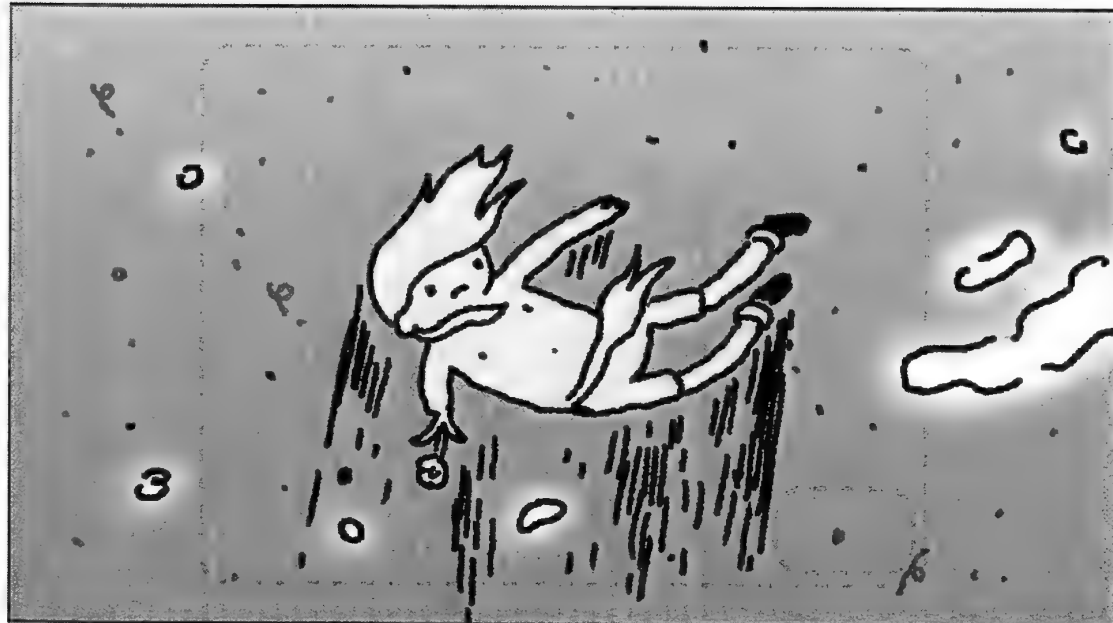
Page 215

Sc. 163

Pnl. A

Bg.

day night



Sc. 163

Pnl. B

Bg.

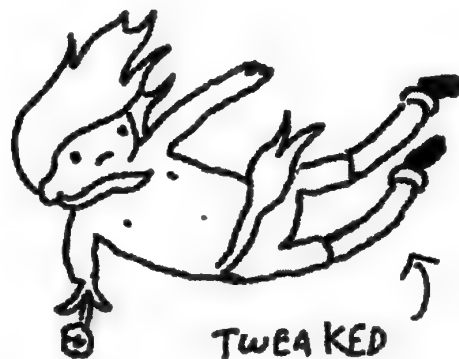
day night



Dialog:

Action:

Timing:



TWEAKED



JAKE
HOOK

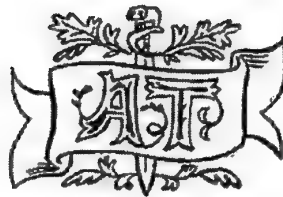
2

Production :

EPISODE #

1025-163

ADVENTURE TIME

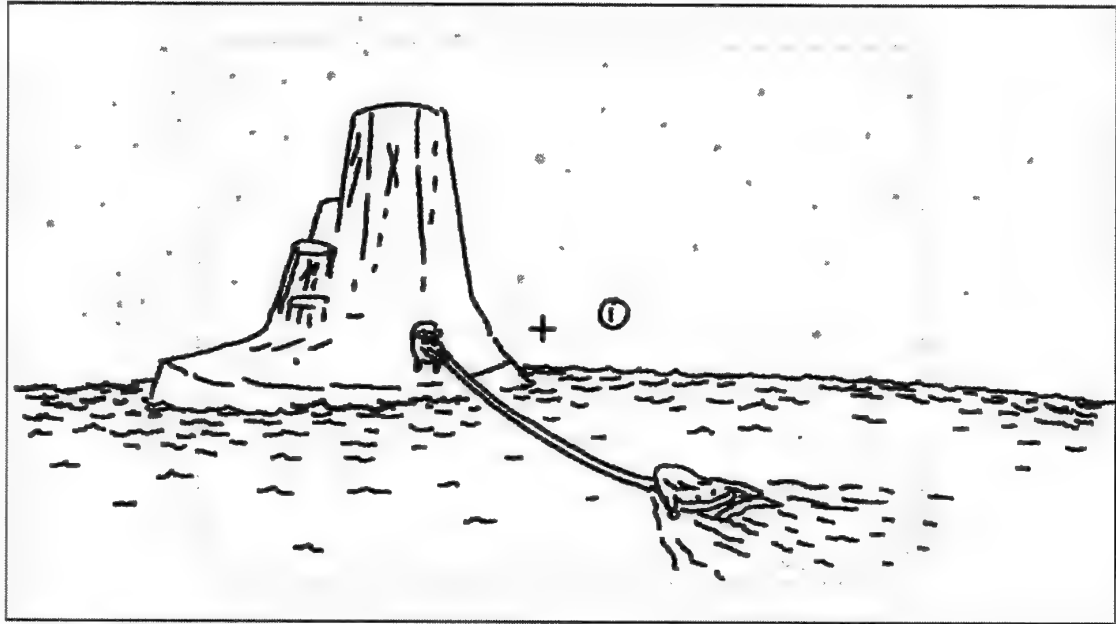


Sc. 164

Pnl. A

Bg.

day night



Sc. 165

Pnl. A

Bg.

day night



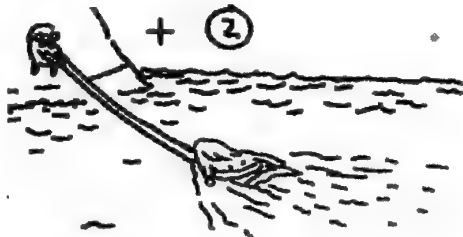
Dialog:

REAL QUIET
FOR A WHILE!
(SFX) WAVES LAPPING

Action:

UNTIL JAKE GETS HAPPY LATER, EVERYTHING IS
REAL SOLEMN...

Timing:



ADVENTURE TIME

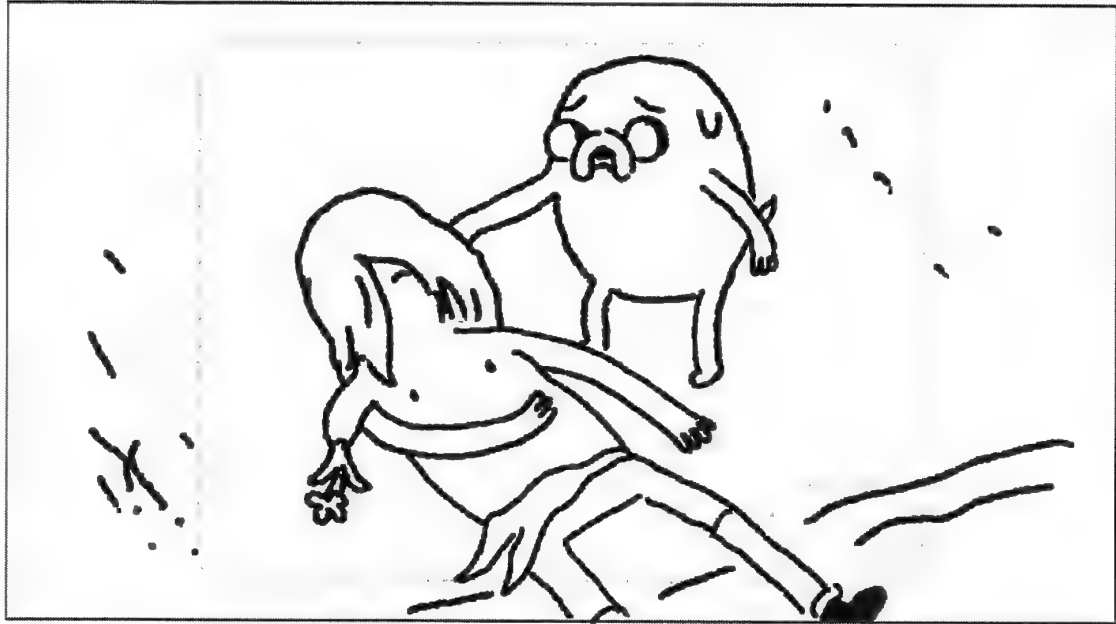


Sc. 165

Pnl. B

Bg.

day night



Sc. 165

Pnl. c

Bg.

day night



Dialog:
Action:
Timing:

1025-163

EPISODE #

Production :

ADVENTURE TIME

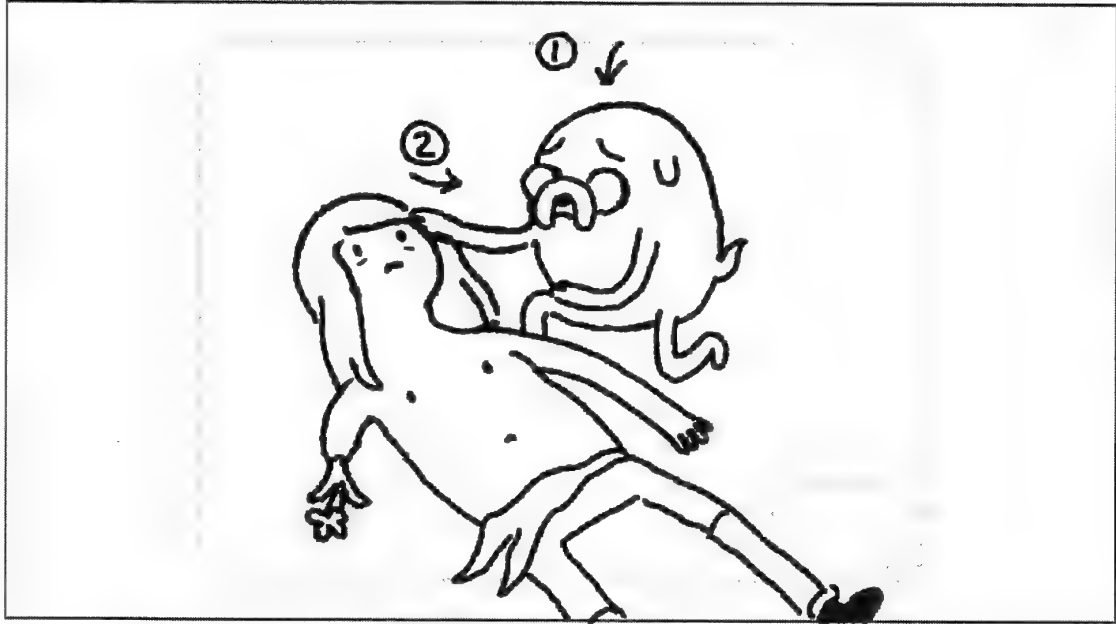


Sc. 165

Pnl. D

Bg.

day night

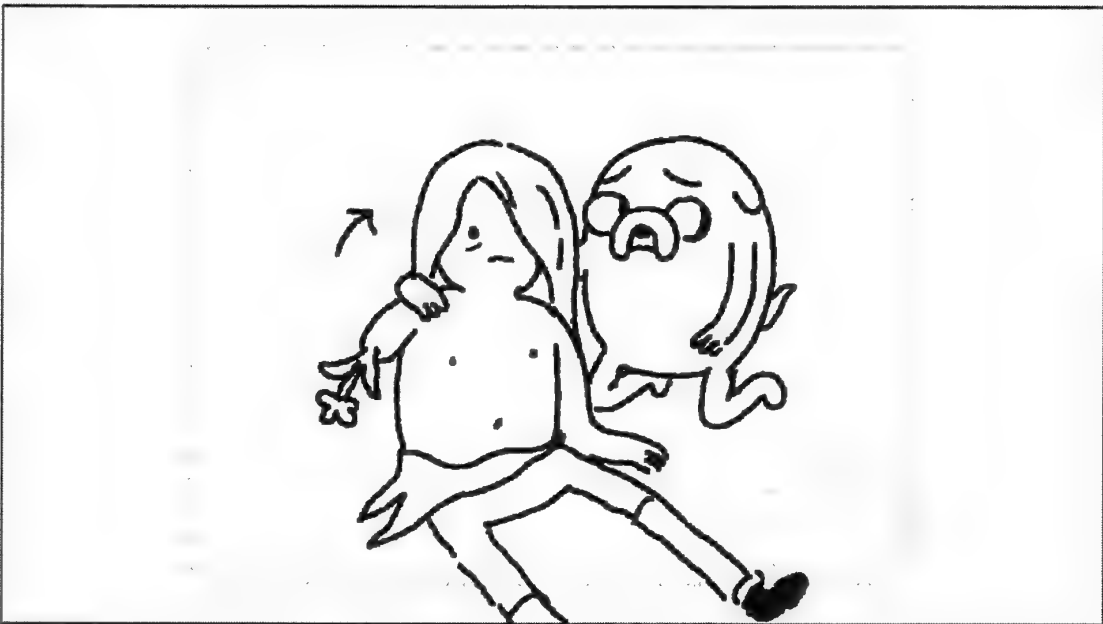


Sc. 165

Pnl. E

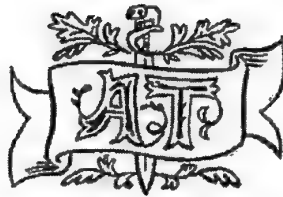
Bg.

day night



Dialog:	
Action:	JAKE CAREFULLY KNEELS DOWN, MOVES ASSIDE FINN'S HAIR. FINN'S CATATONIC.
Timing:	JAKE PROPS HIM UP.

ADVENTURE TIME

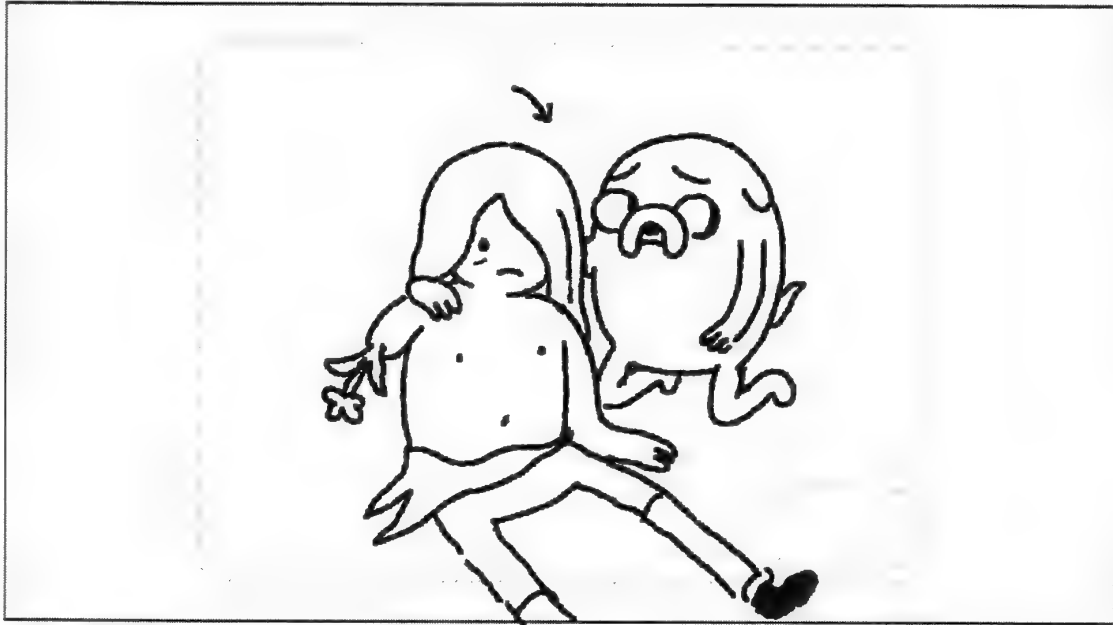


Sc. 165

Pnl. F

Bg.

day night

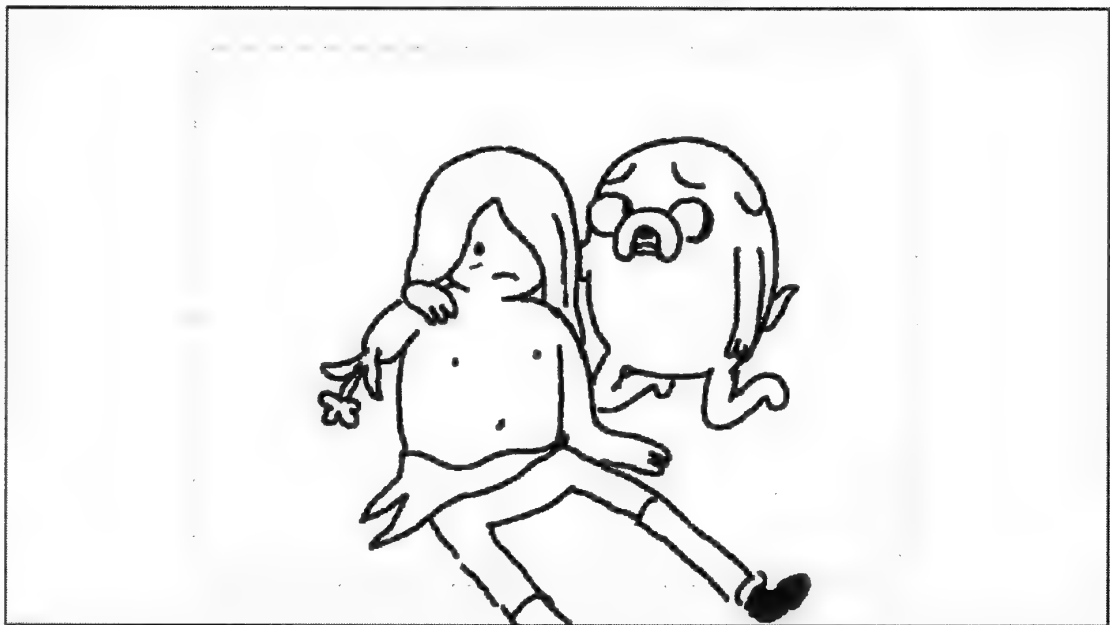


Sc. 165

Pnl. G

Bg.

day night



Dialog:	① IT'LL BE OK, DUDE. ↑ (REAL SINCERE, GENTLE)
Action:	BEAT
Timing:	

EPISODE # 1025-163
Production :

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ADVENTURE TIME

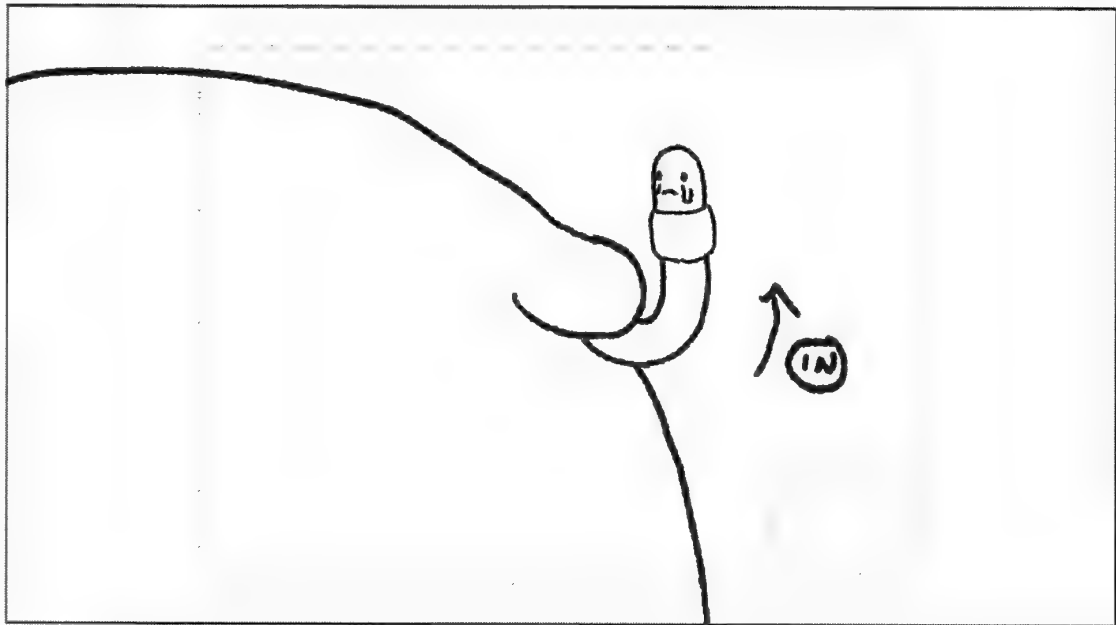


Sc. 166

Pnl. A

Bg.

day night

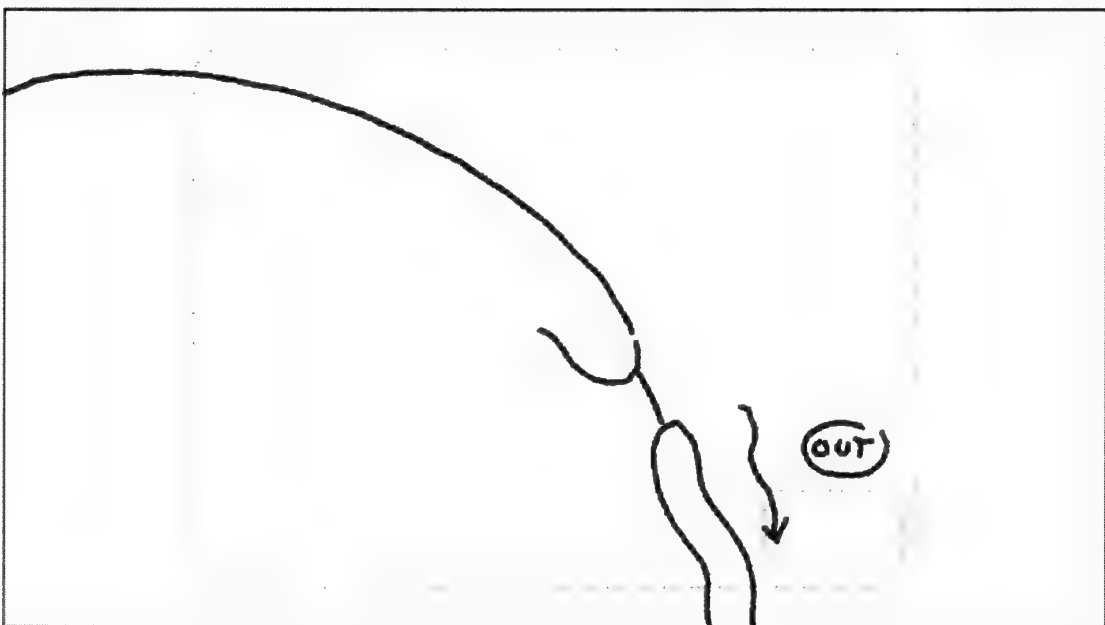


Sc. 166

Pnl. B

Bg.

day night



Dialog:

Action:

SHELBY IS CRYING.

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME



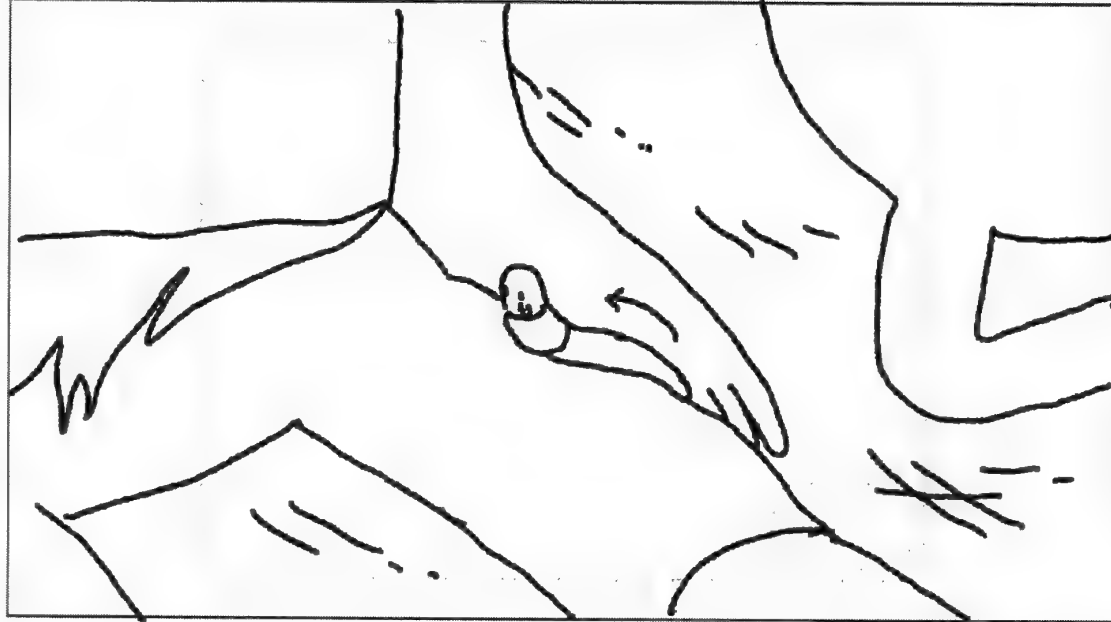
Page 221

Sc. 167

Pnl. A

Bg.

day night

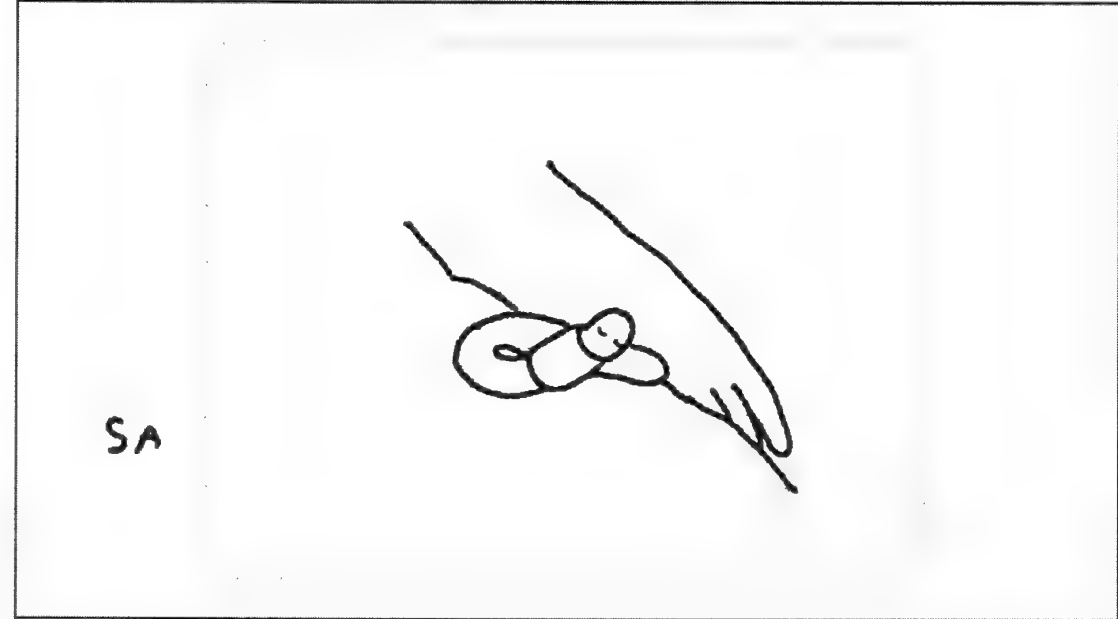


Sc. 167

Pnl. 8

Bg.

day night



SA

Dialog:

Action:

SHELBY GETS UP ON FINN'S LEG ...

... AND CURLS UP, LIKE A DOG COMFORTING ITS HURT OWNER.

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME

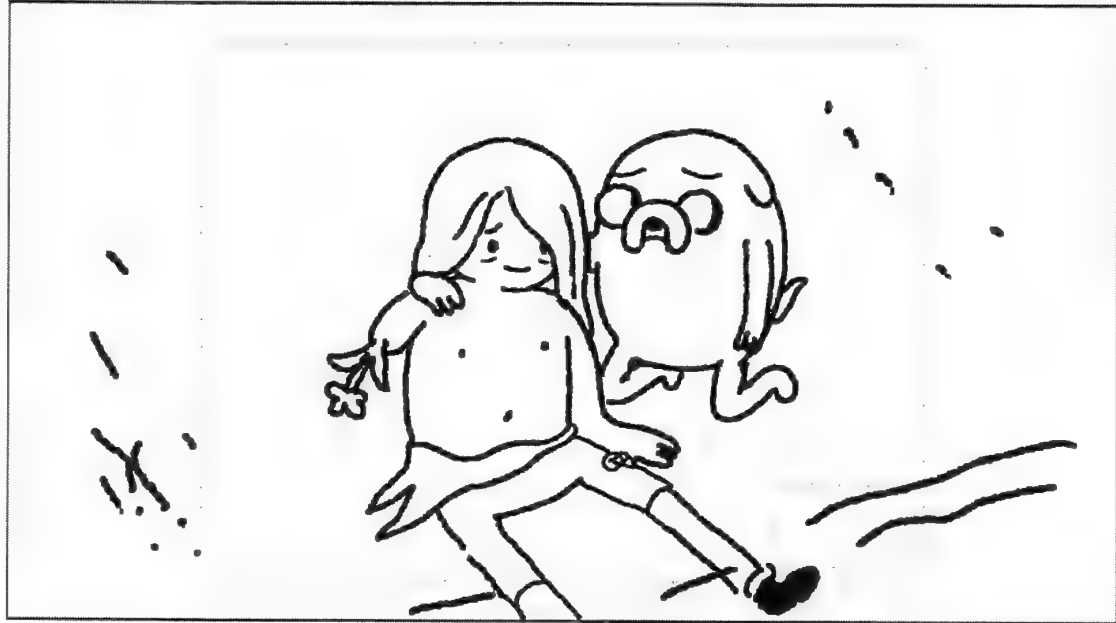


Sc. 168

Pnl. A

Bg.

day night

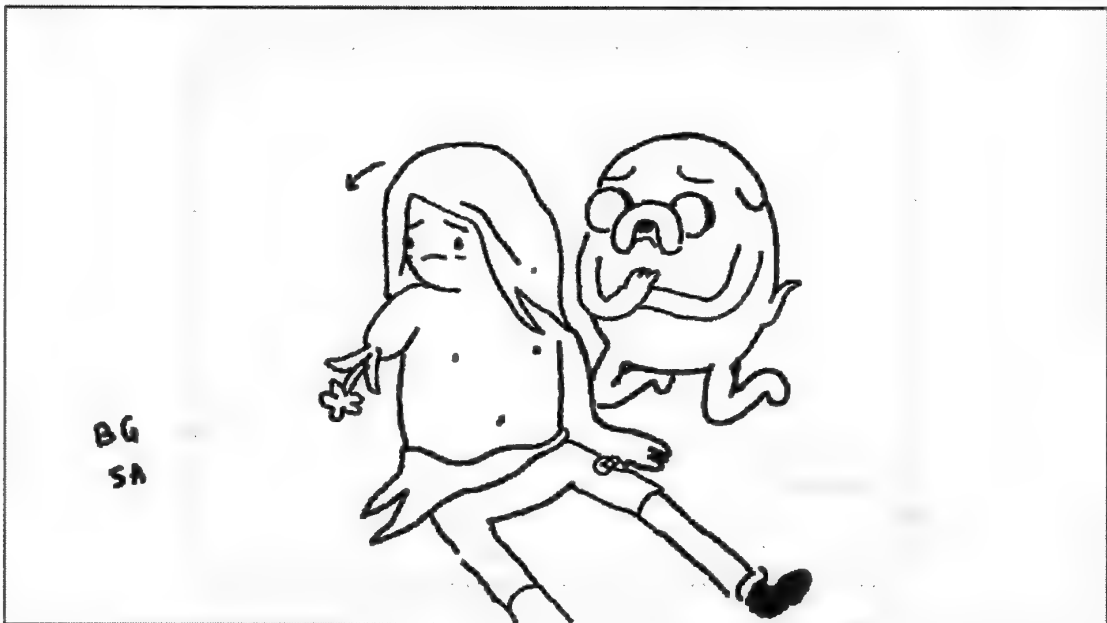


Sc. 168

Pnl. B

Bg.

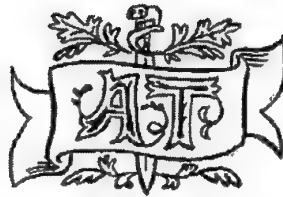
day night



Dialog:
(WAVE SFX STILL GOING)
Action:
LOOKS AT FLOWER
Timing:

EPISODE # 1025-163
Production :

ADVENTURE TIME

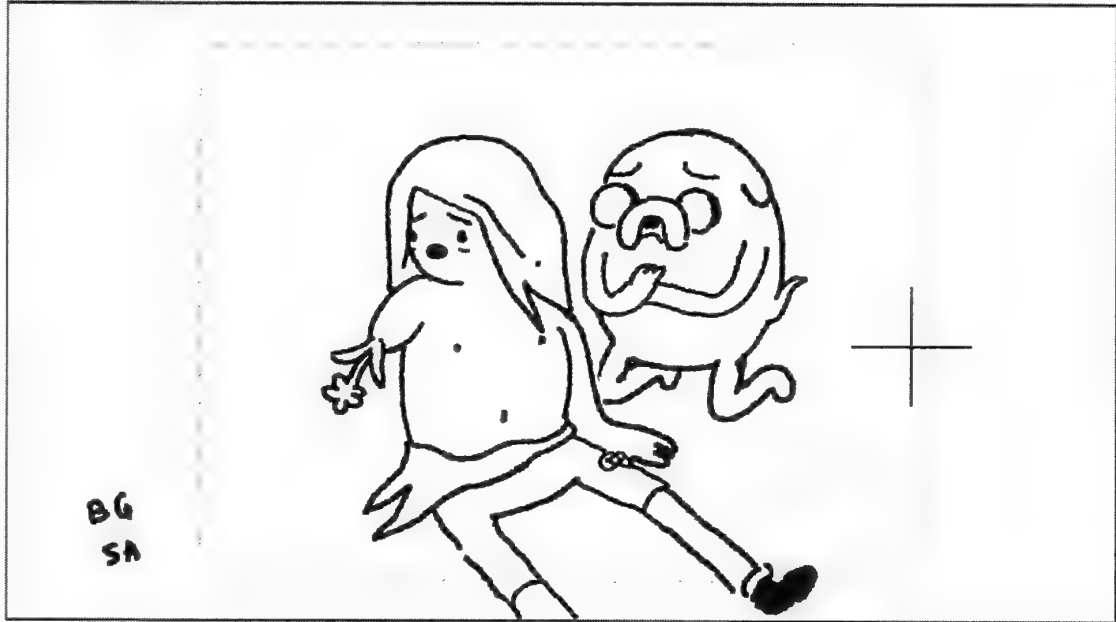


Sc. 168

Pnl. c

Bg.

day night

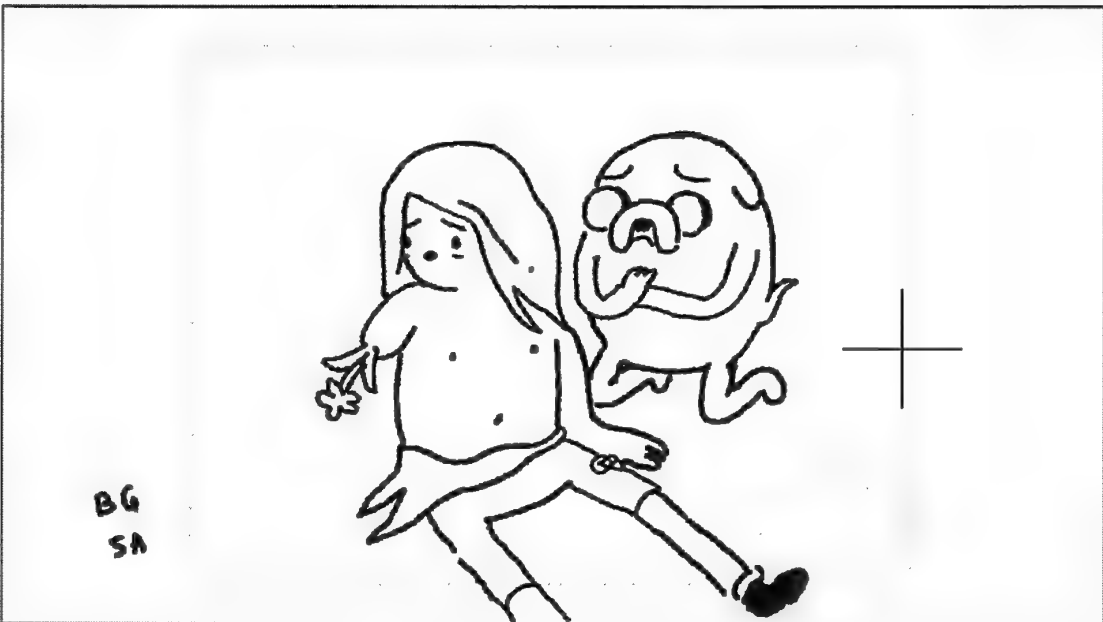


Sc. 168

Pnl. D

Bg.

day night



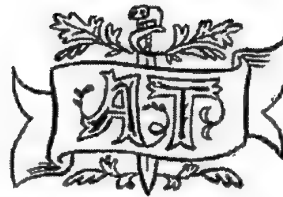
Dialog:
Ⓢ / ≡ INHALE ≡
Ⓢ / ≡ EXHALE ≡
Action:
Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

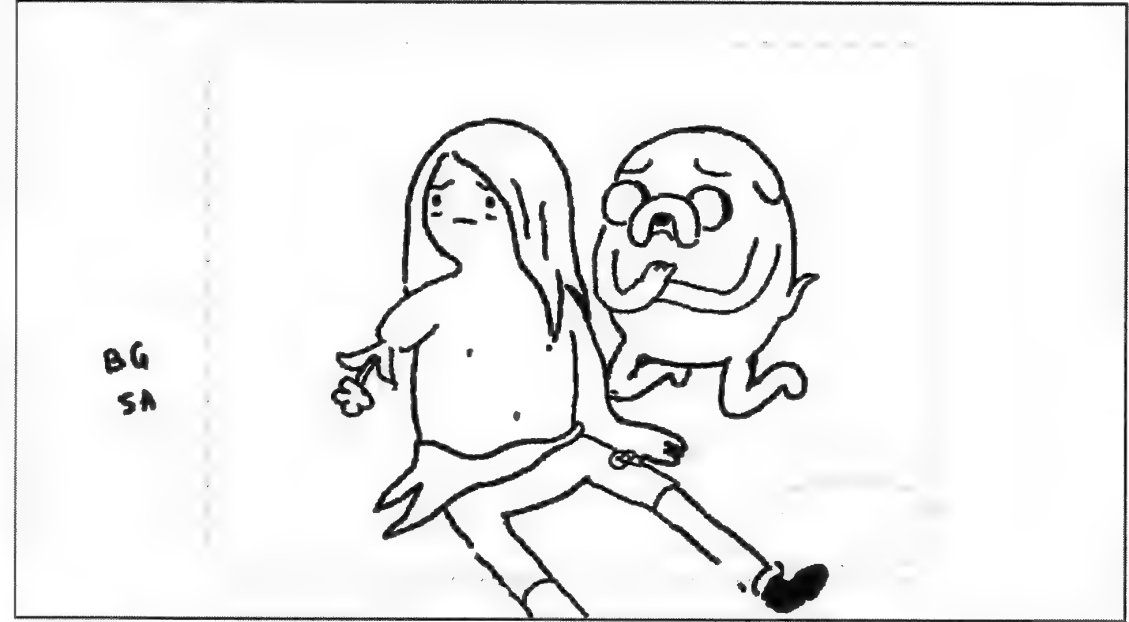


Sc. 168

Pnl. E

Bg.

day night

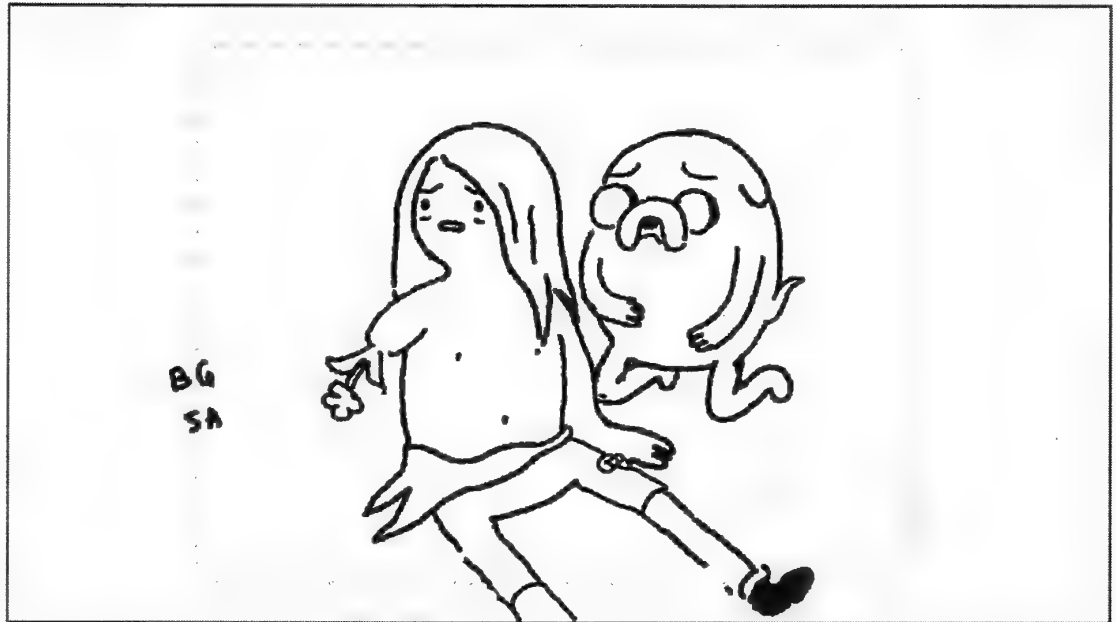


Sc. 168

Pnl. F

Bg.

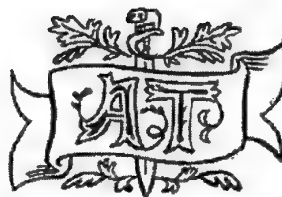
day night



Dialog:	
(DETACHED) E/ ... I MEAN, AT LEAST -	
Action:	
Timing:	

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ADVENTURE TIME



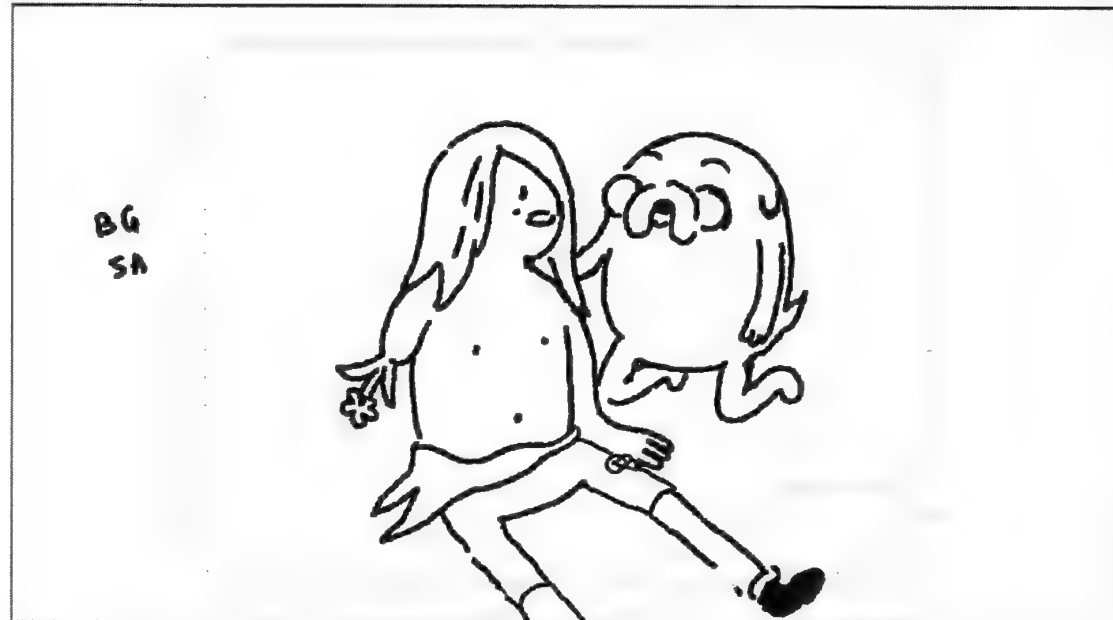
Page **275**

Sc. 168

Pnl. 6

Bg.

day night

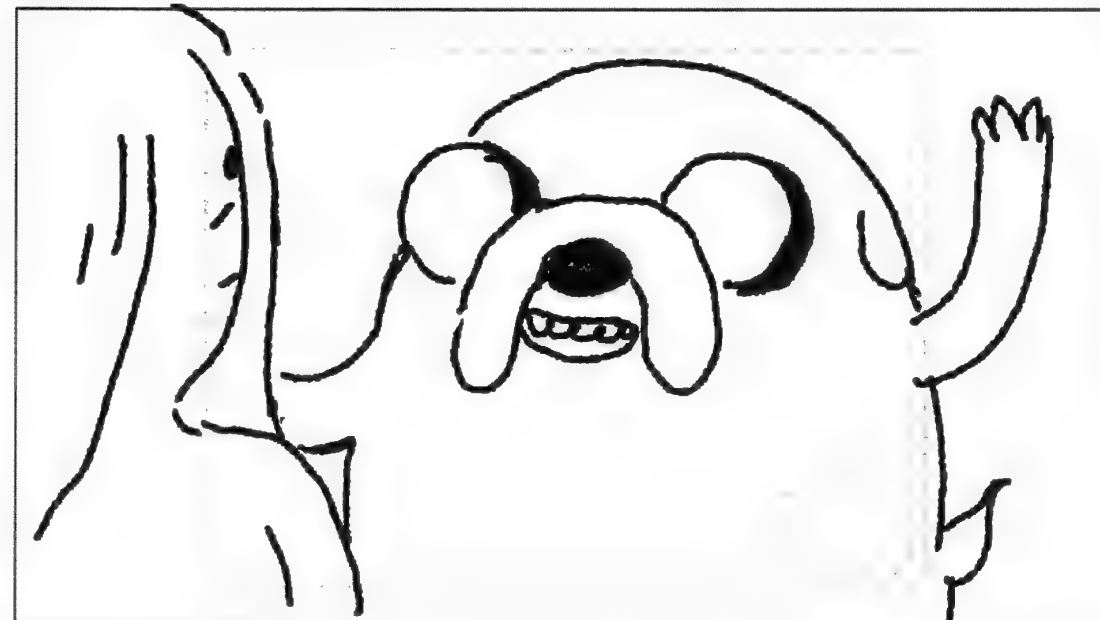


Sc. 169

Pnl.

Bg.

day night



Dialog:

(CONT) YOU FINISHED OFF
THE LICH, RIGHT.

Action:

④/ OH YEAH! THAT'S
THE GOOD NEWS,
I DIDN'T HAVE TO!

Timing:

Production :

EPISODE #

1025-163

ADVENTURE TIME

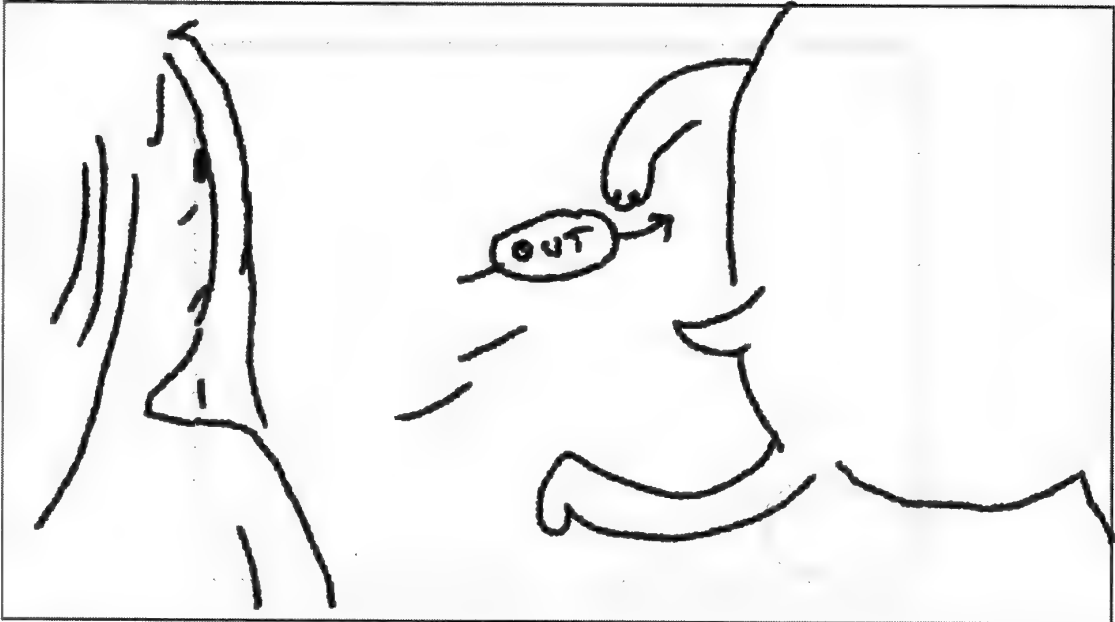


Sc. 169

Pnl. B

Bg.

day night

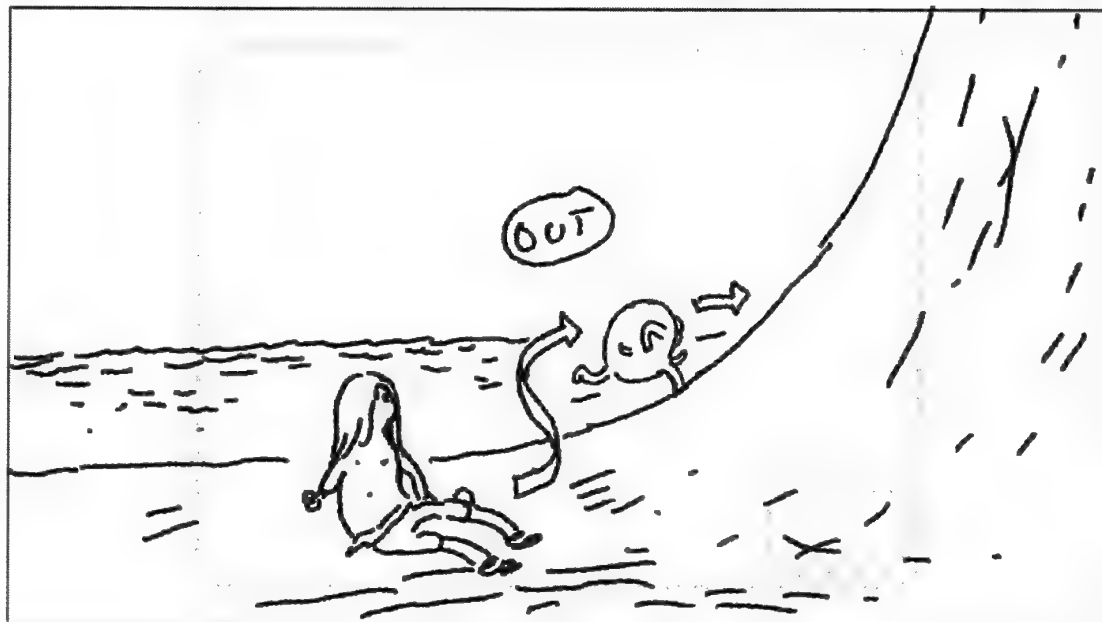


Sc. 170

Pnl. A

Bg.

day night



Dialog:

U / ONE SEC !

Action:

Timing:

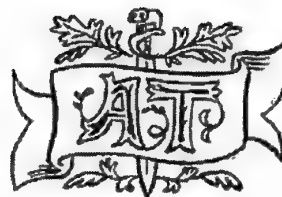
1025-163

EPISODE #

Production :

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ADVENTURE TIME



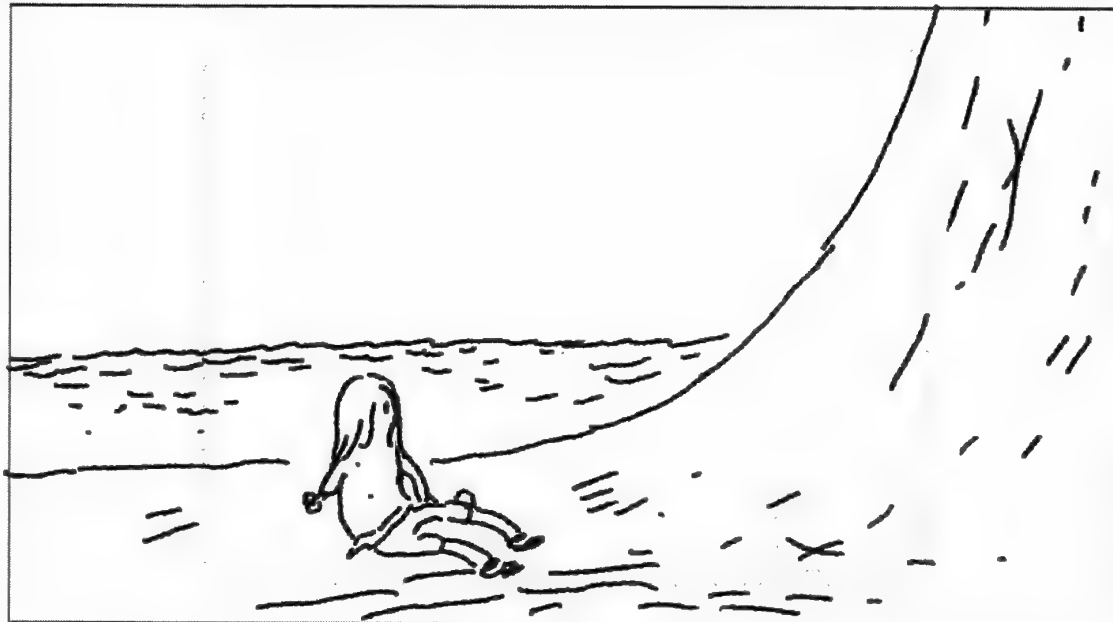
Page **227**

Sc. **170**

Pnl. **B**

Bg.

day night

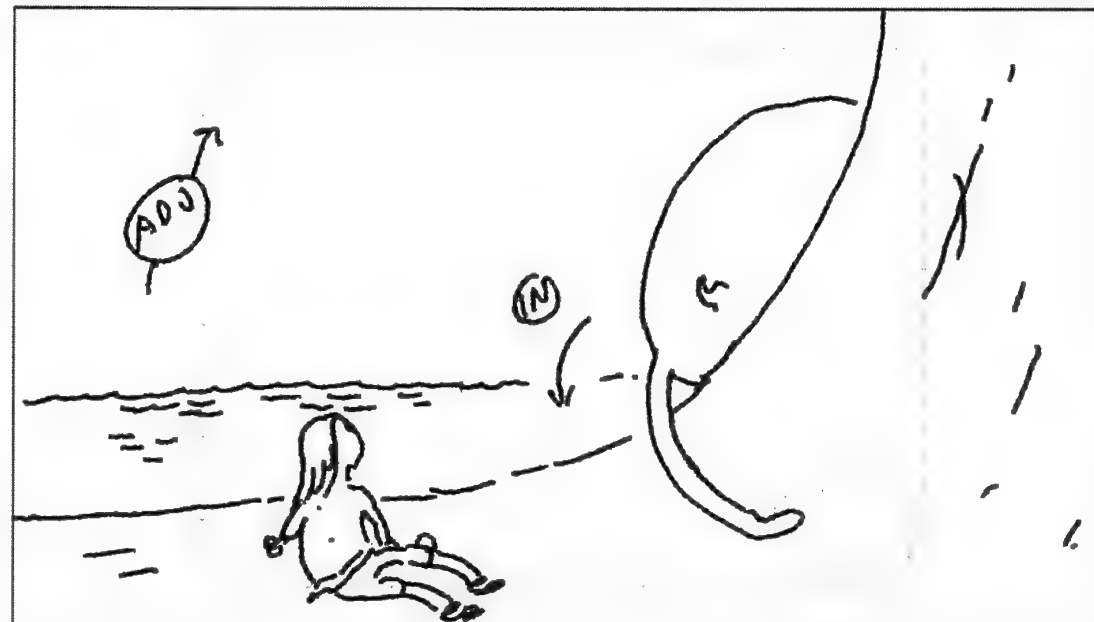


Sc. **170**

Pnl. **C**

Bg.

day night



Dialog:

①(os) UP You go!

②/ CHECK.

Action:

(OR NOT!)

Timing:

Production :

EPISODE #

1025-163

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ADVENTURE TIME



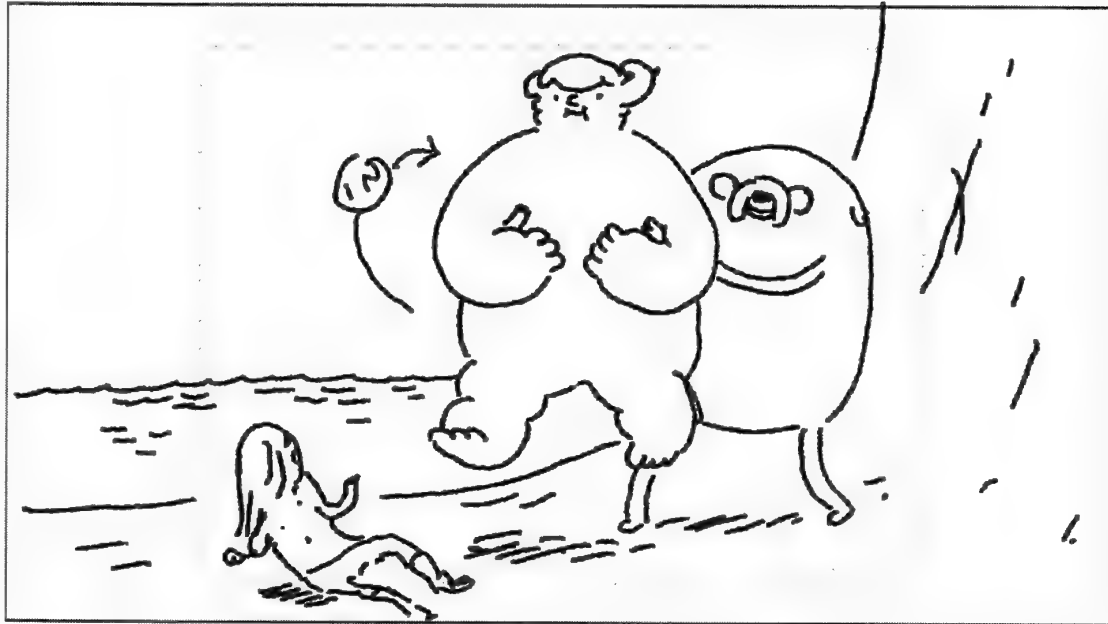
Page **228**

Sc. 170

Pnl. D

Bg.

day night



Sc. 171

Pnl. A

Bg.

day night



Dialog:

(OUT)

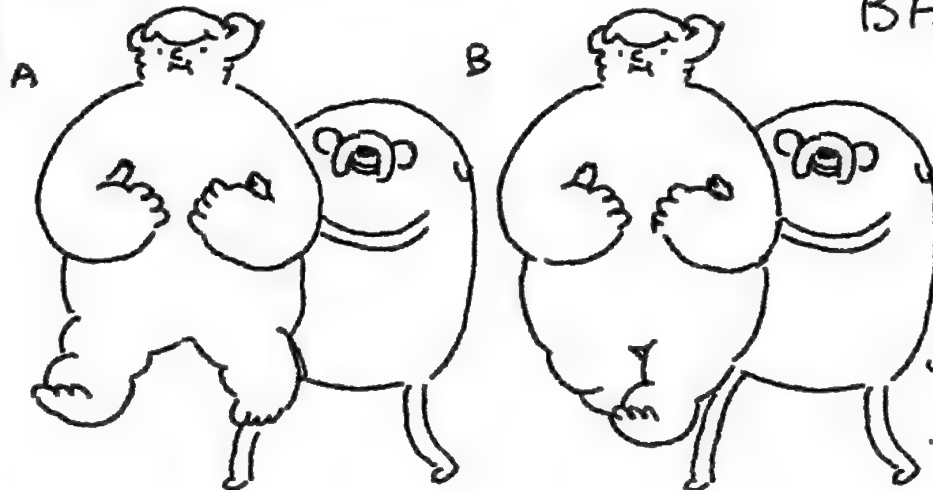
**THIS OUT! BRAND NEW
BABY!!!!!!**

①/(os)

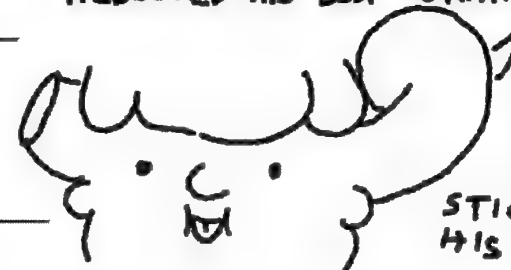
THE LICH IS SUPER CUTE
NOW, AND HE SMELLS
REAL MEAT! THAT
SAP REBOOTED HIM OR
SOMETHING.

ALT: THAT SAP MUST'VE
REBOOTED HIS BODY-BRAIN.

JAKE'S
SO EXCITED



KIND OF
"AIR WALKING"



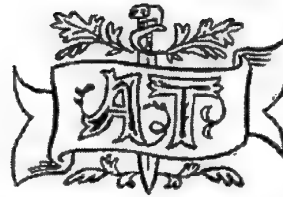
STICKS OUT
HIS TONGUE ONCE

EPISODE #

1025-163

Production :

ADVENTURE TIME

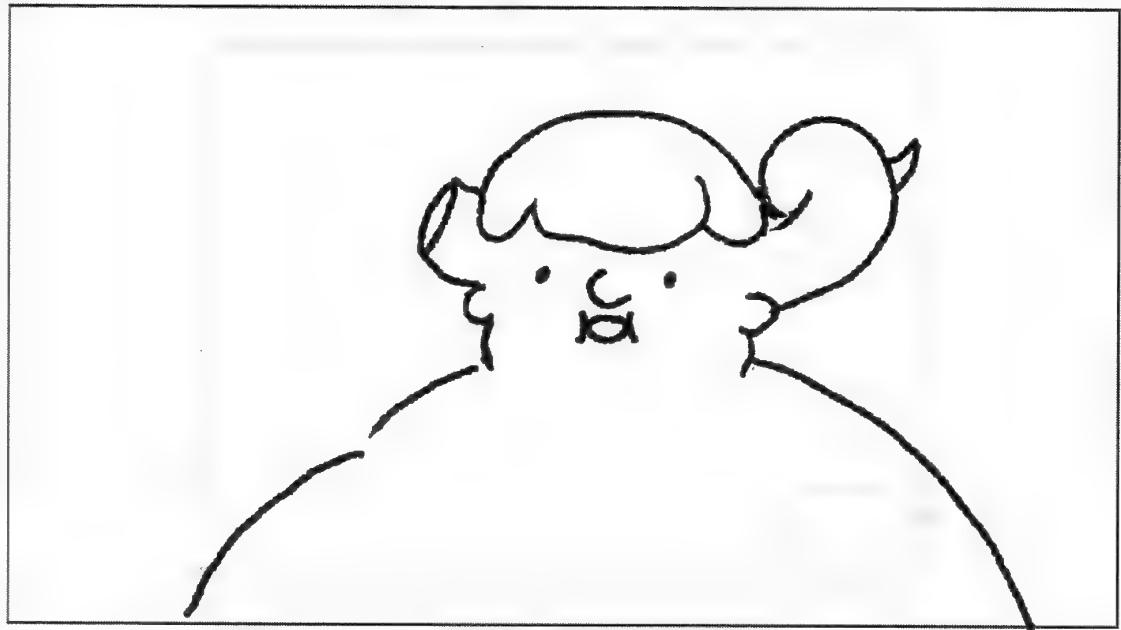


Sc. 171

Pnl. B

Bg.

day night

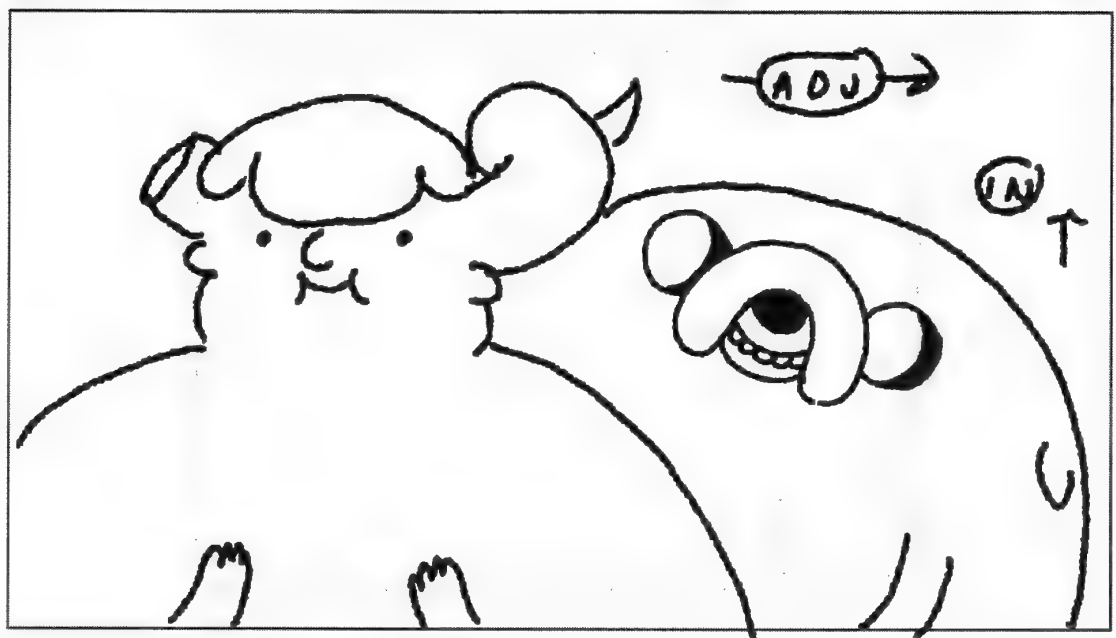


Sc. 171

Pnl. C

Bg.

day night



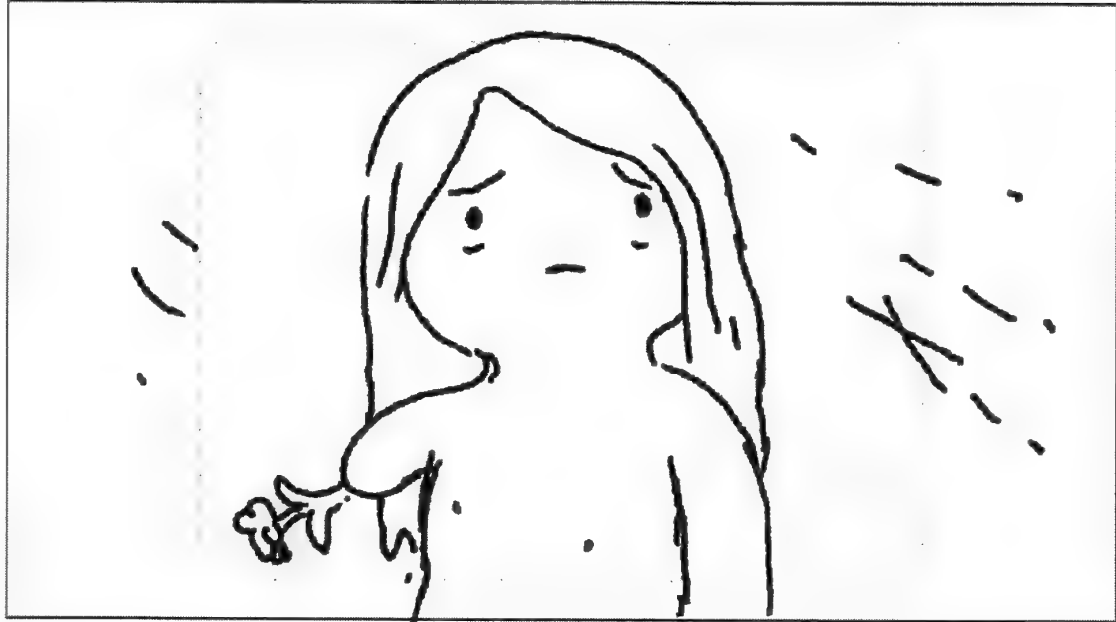
Dialog:	<p>POP POP POP</p>	① I LIKE HIM A LOT.
Action:		
Timing:		

EPISODE # 1025-163
Production :

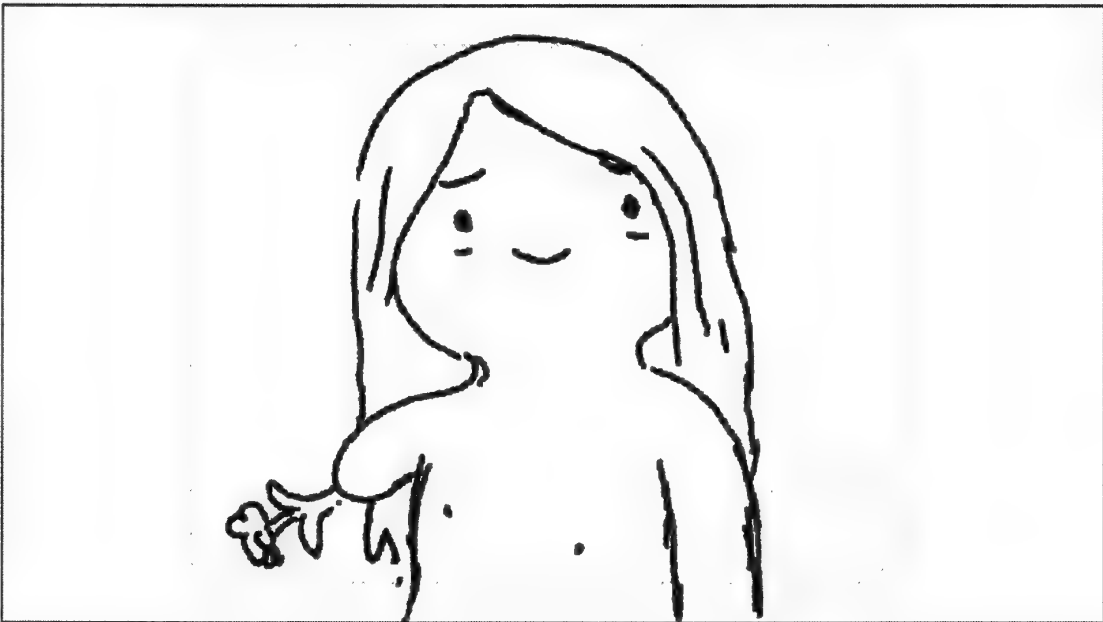
ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



Sc. 172 Pnl. B Bg. day night



Dialog:

(SFX) / TRAIN WHISTLE

Action:

- SMILES,
- THE WHISTLE

Timing:

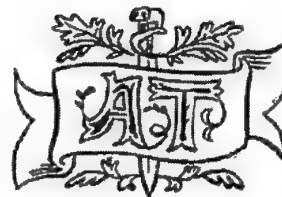
Production :

EPISODE #

1025-163

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ADVENTURE TIME

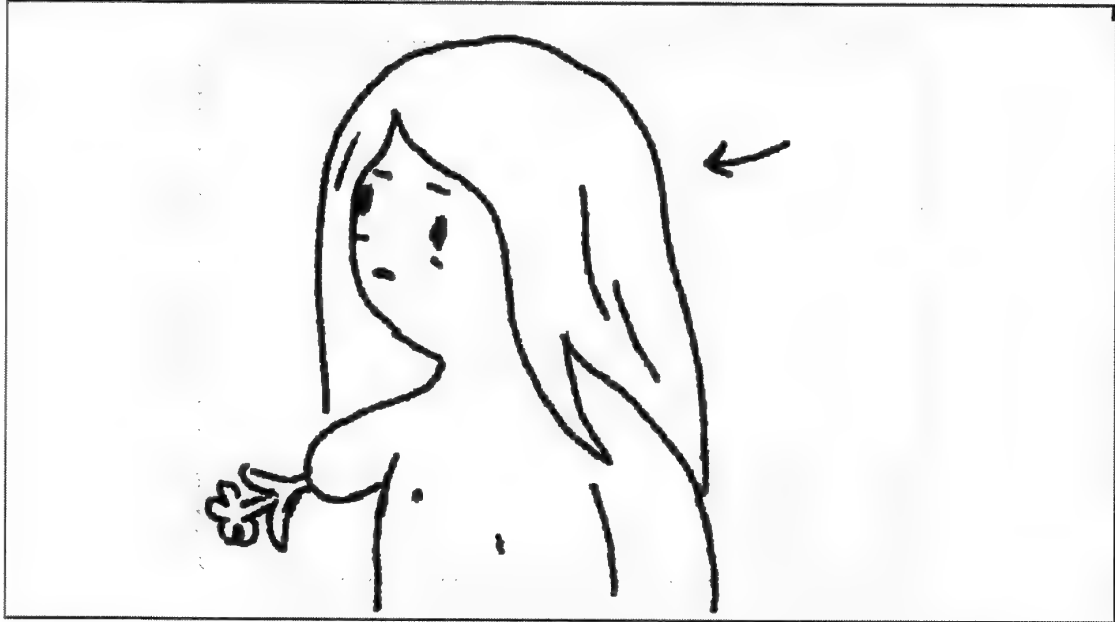


Sc. 172

Pnl. C

Bg.

day night

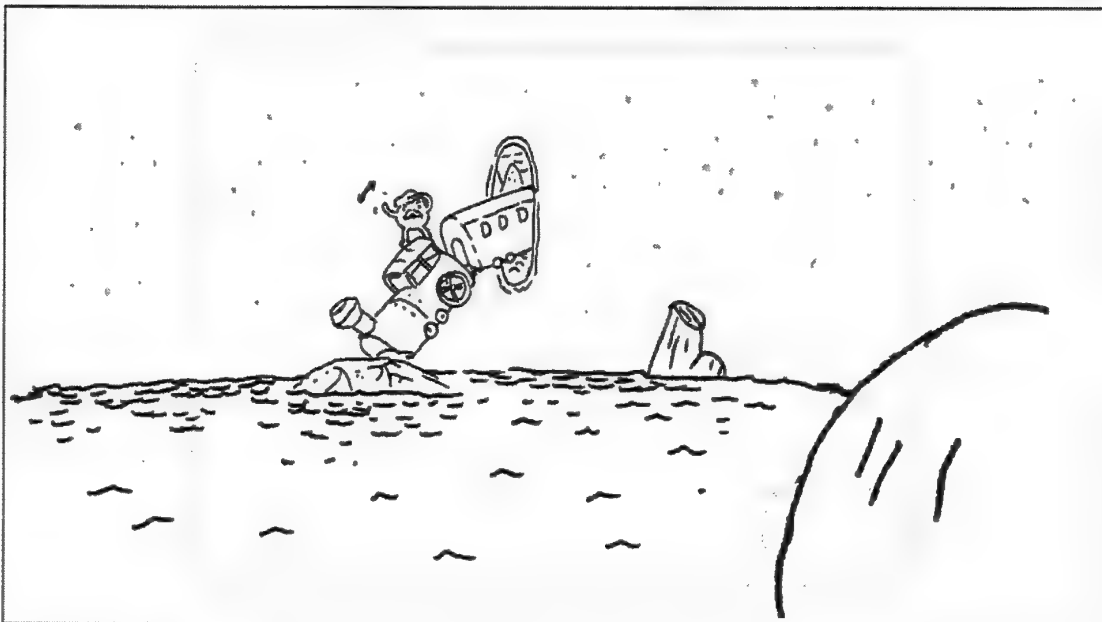


Sc. 173

Pnl. A

Bg.

day night



Dialog:

STARCHY

OVER HERE, FELLAS! NEXT
STOP: THE CANDY KINGDOM, PREVIOUS
STOP: THIS WEIRD PLACE.

Action:

Timing:

1025-163
EPISODE #
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

WIPE

Sc. 174 Pnl. A Bg. day night

Dialog:

(SFX) / = RADIO ON =

Action:

Timing:

EPISODE #

1025-163

Production :

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ADVENTURE TIME



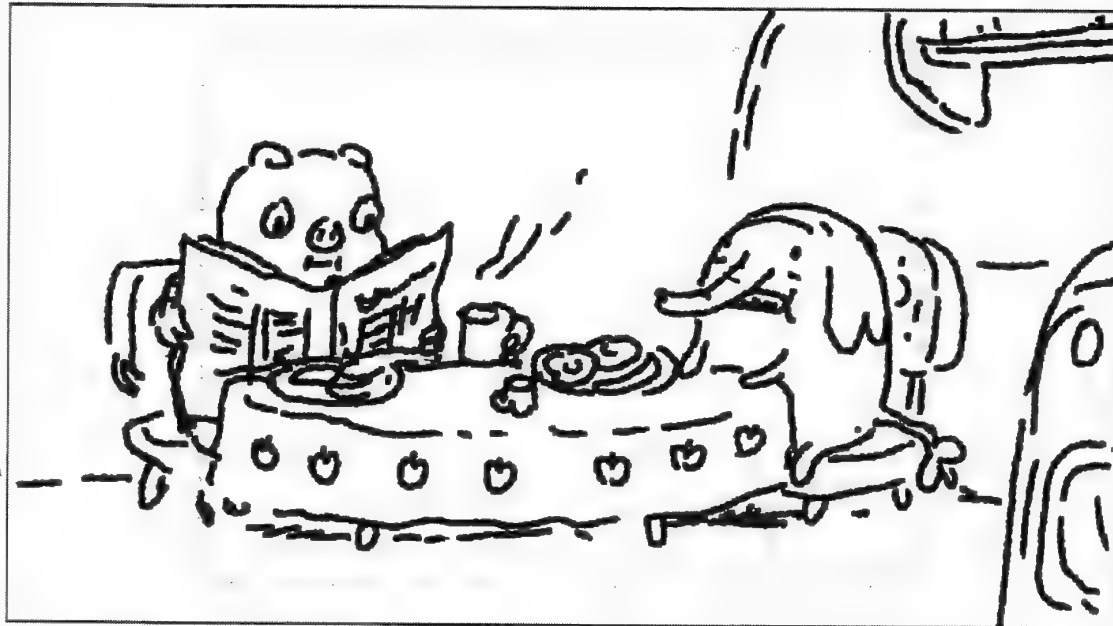
Page 233

Sc. 174

Pnl. B

Bg.

day night

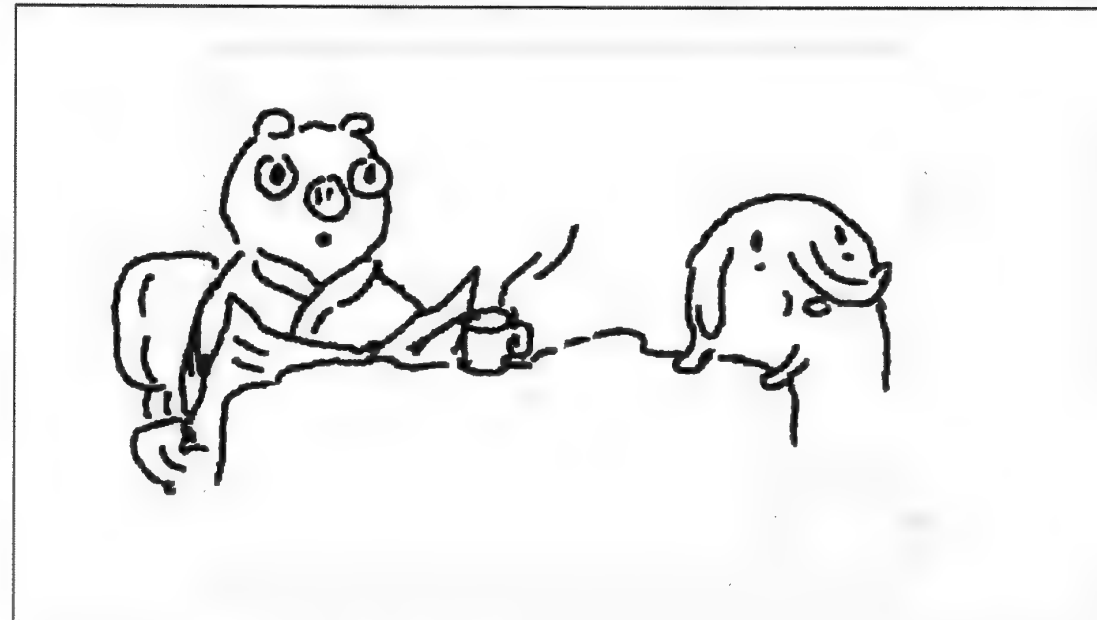


Sc. 174

Pnl. C

Bg.

day night



Dialog:

TT / MR. PIG, I THINK THAT WE SHOULD
GET A DI- SFX DING DONG!

J / OS, TO FINN

OKAY, RUN! GO-GO-GO-GO!

Action:

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME



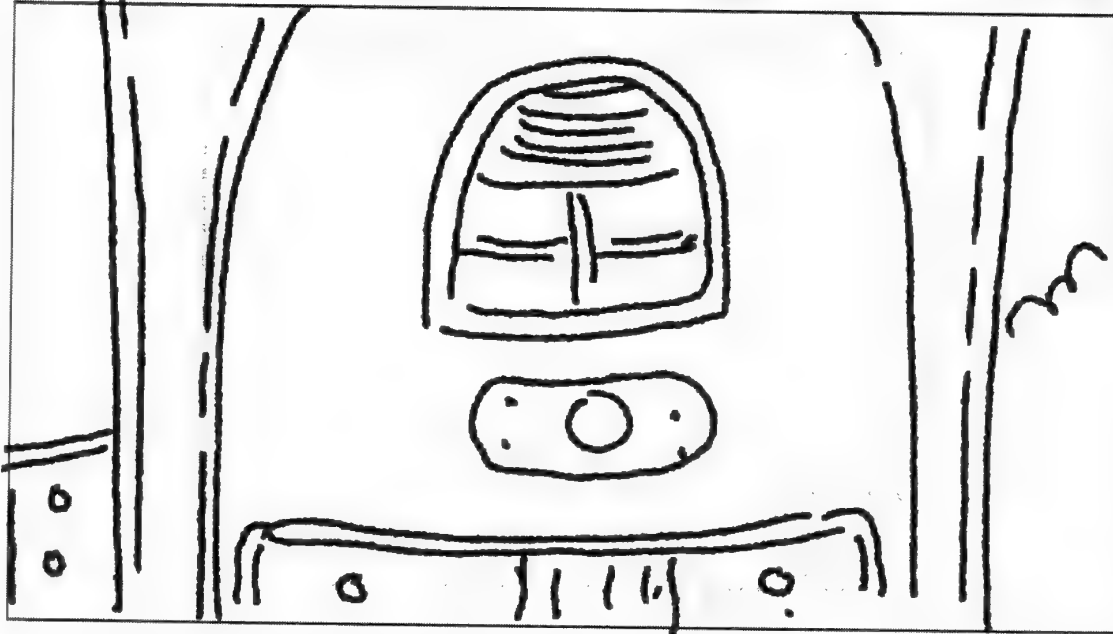
Page 234

Sc. 175

Pnl. A

Bg.

day night

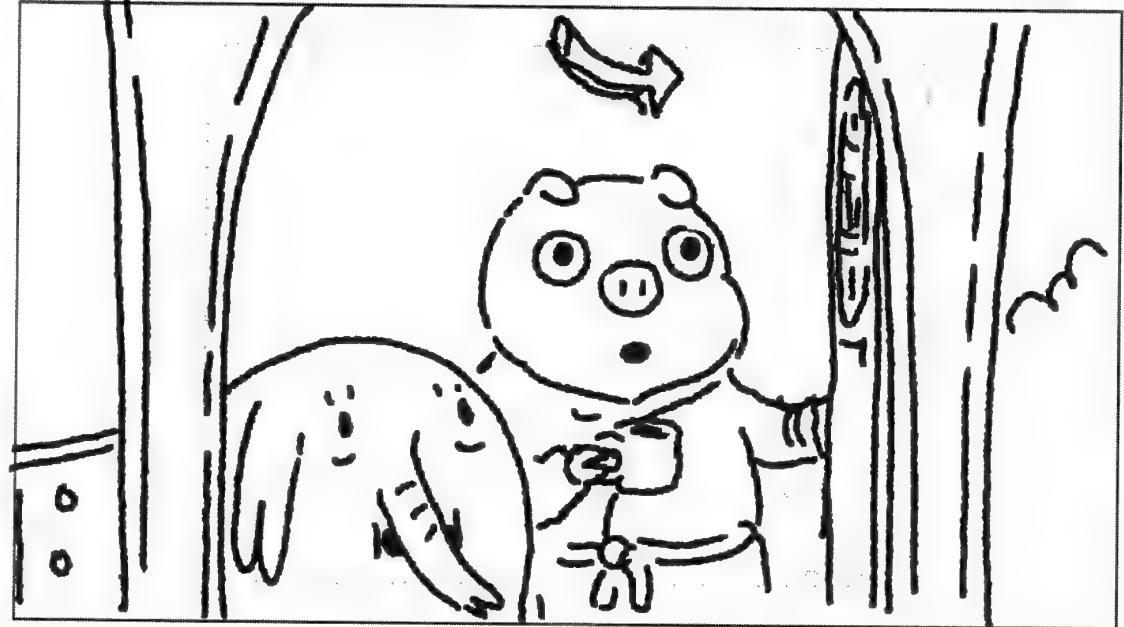


Sc. 175

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1025-163

Production :

ADVENTURE TIME

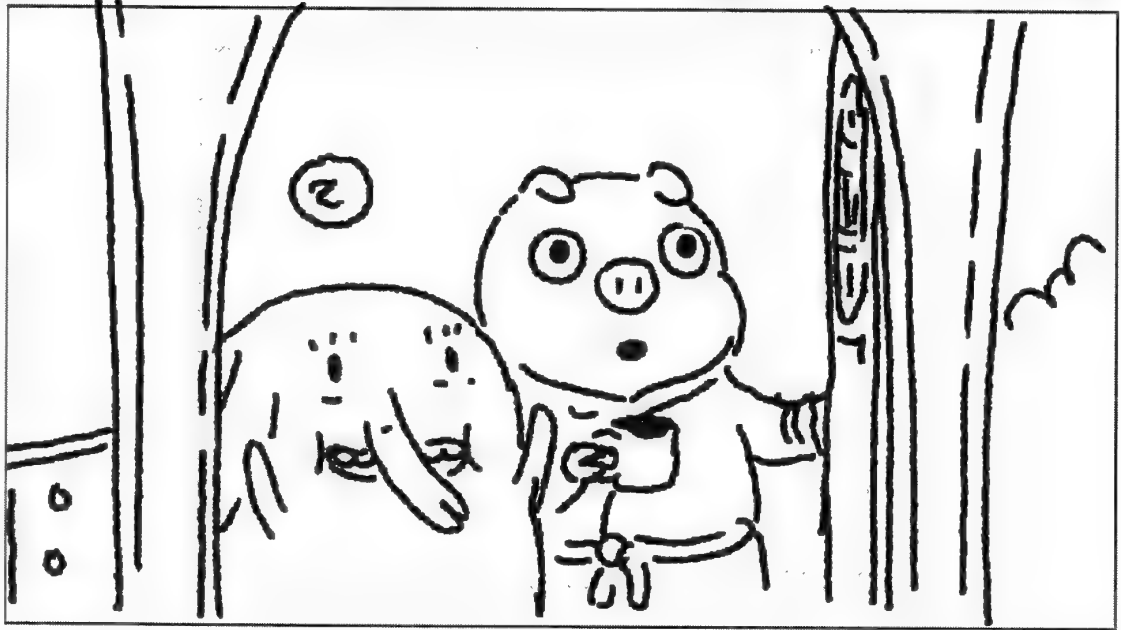


Sc. 175

Pnl. C

Bg.

day night

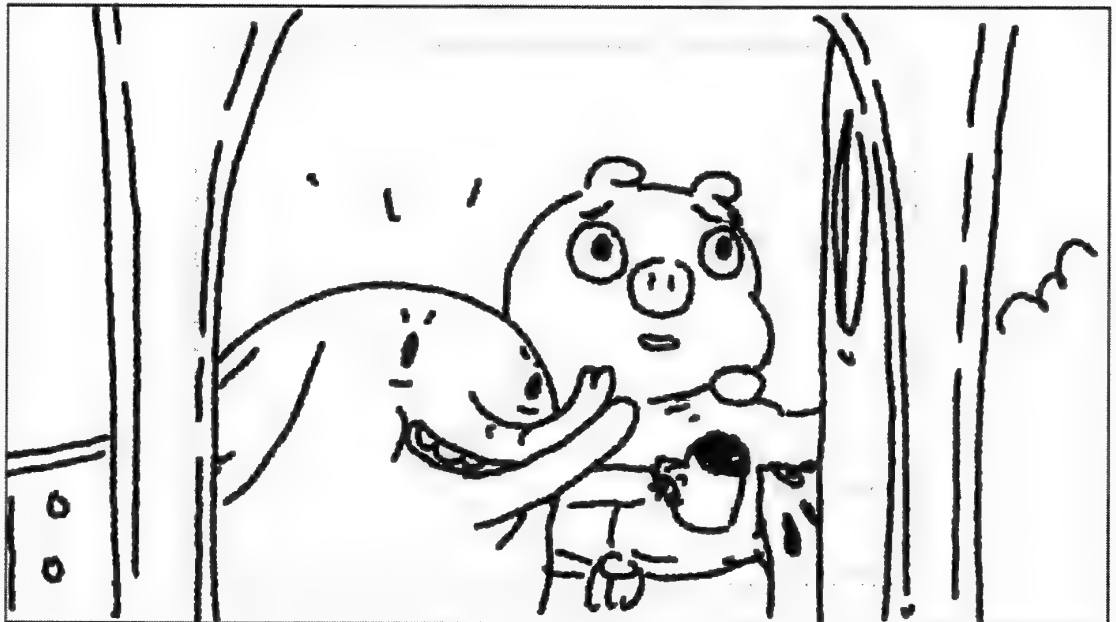


Sc. 175

Pnl. D

Bg.

day night



Dialog:	
Ⓟ OH!	Ⓟ / ♡ OH, THIS CHANGES ♡ EVERYTHING! ♡
Action:	
Timing:	

EPISODE # 1025-163

Production :

ADVENTURE TIME



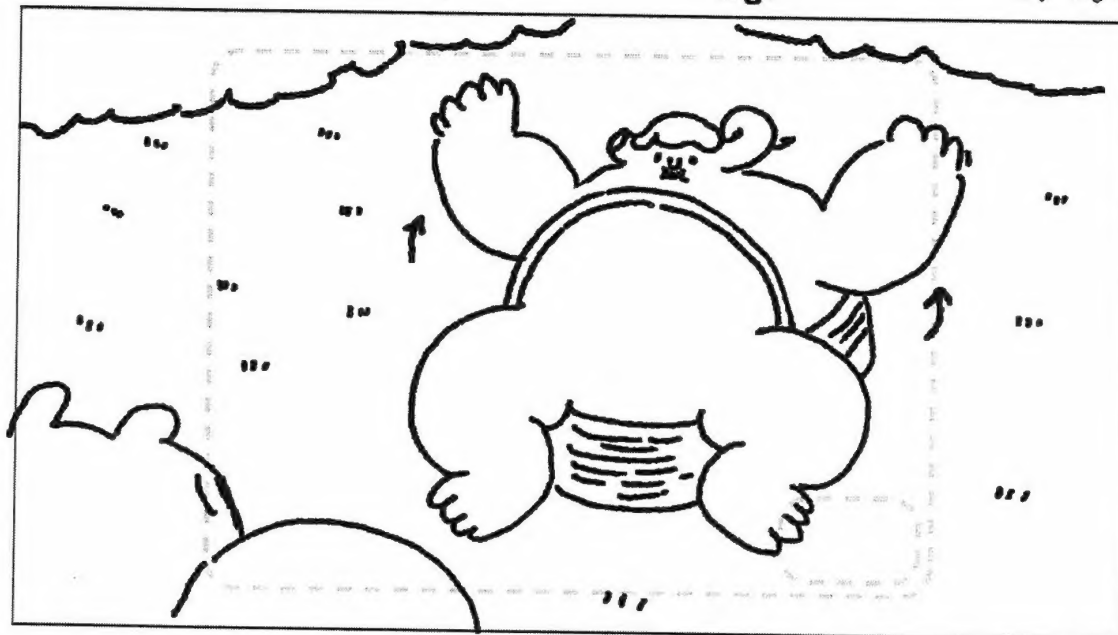
Page 236

Sc. 176

Pnl. A

Bg.

day night

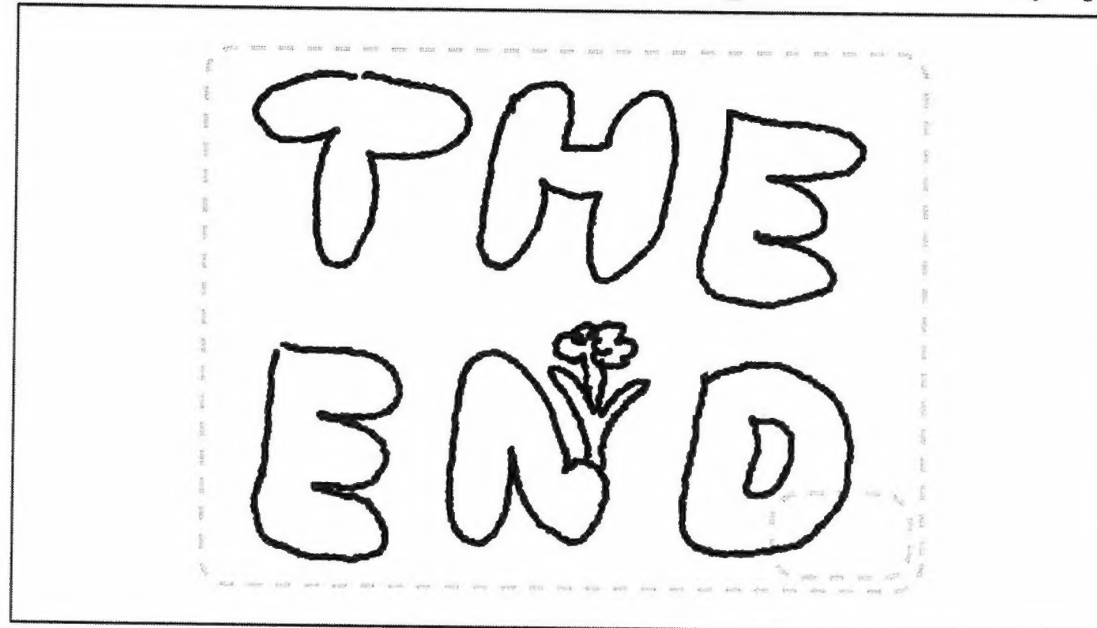


Sc.

Pnl.

Bg.

day night



Dialog:

LICH / HELLO!

Action:

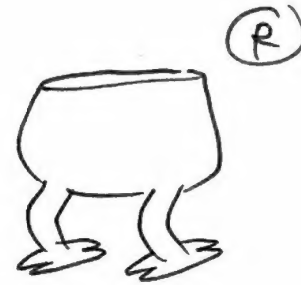
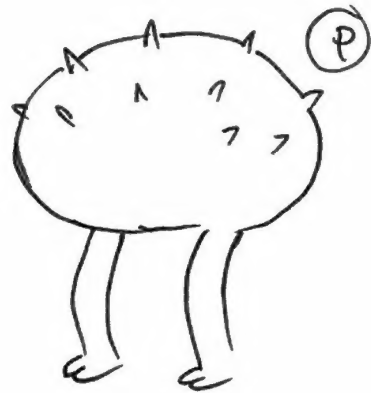
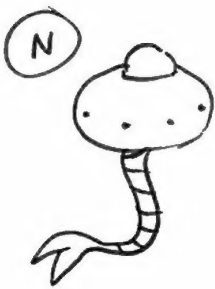
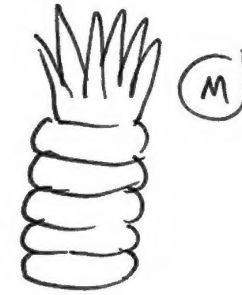
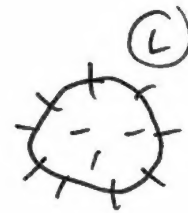
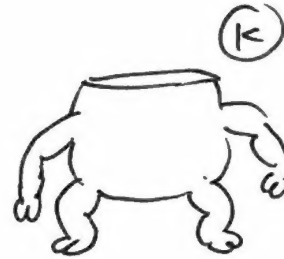
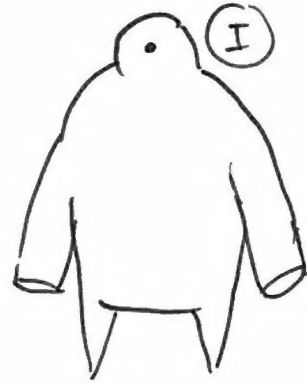
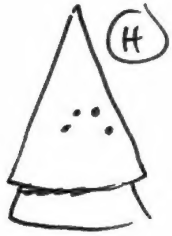
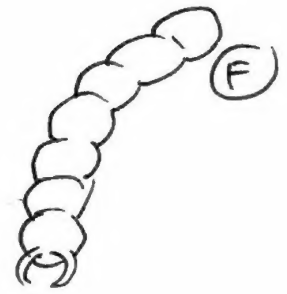
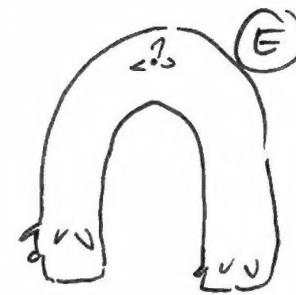
Timing:

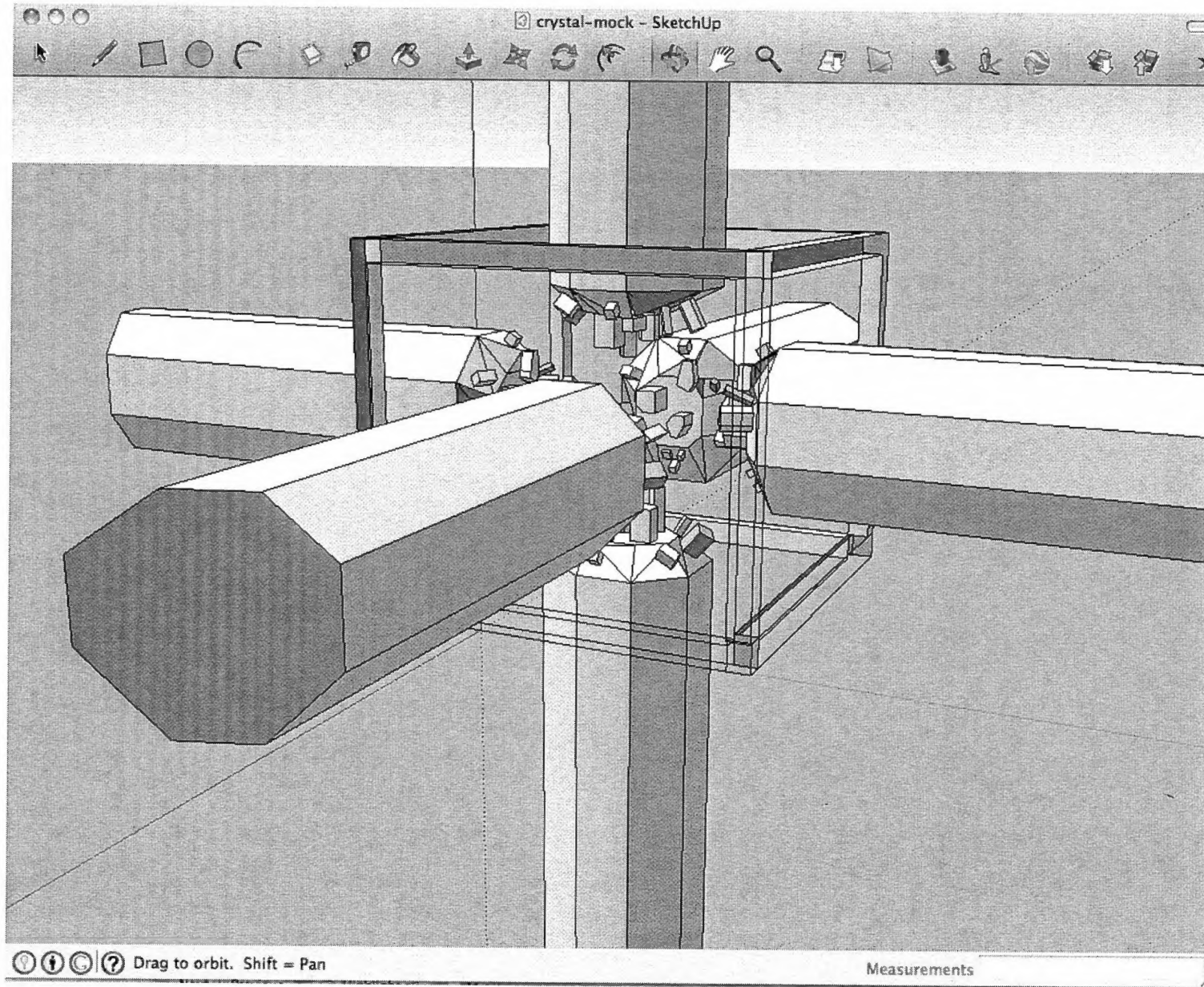
EPISODE #

1025-163

Production :

ALIEN CRIMINALS

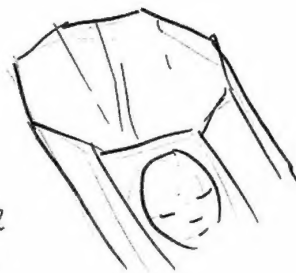
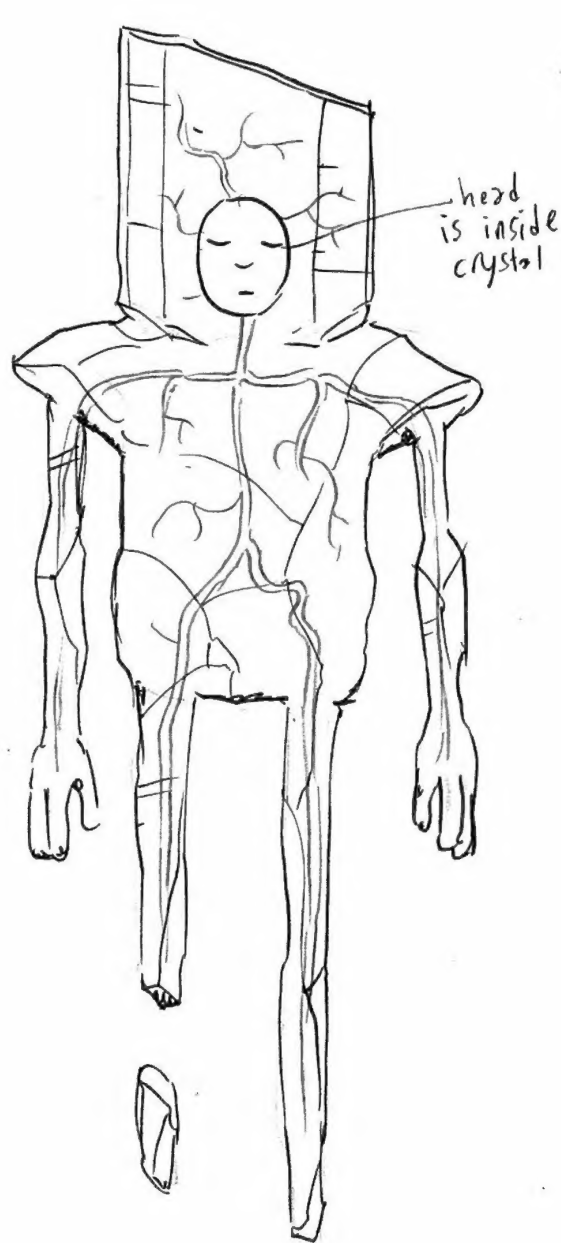




I made this
rough 3D model
of the citadel
in Google Sketchup.

If anyone wants to
use it it's in
the "Citadel-Sketchup"
folder in my
folder on the server.

-Tom



GUARDIAN

- There's six of them - they can have variations or whatever - this is the main one that transports the Lich.
- All the veins and the head are contained within the crystal body.